

INSTALLATION AND OPERATION MANUAL



CNGE28FX4TX24MSPOE+

(24) 10/100/1000 BASE-TX + (4) 1000BASE-FX WITH POWER OVER ETHERNET (POE)

v1.4 Sept 2012

The ComNet™ CNGE28FX4TX24MSPOE+ Managed Redundant Ring Ethernet Switch provides robust transmission of (24) 10/100/1000BASE-T(X) ports and (4) 1000BASE-FX ports of Ethernet data. Fully compliant with IEEE 802.3at, up to 720 watts of PoE or PoE+ power is available for distribution across all 24 Base-TX ports. The four 1000BASE-FX ports may be used with multimode or single-mode optical fiber when used with ComNet SFPs. The exclusive C-Ring protects mission-critical applications from network interruptions or temporary malfunctions with its fast recovery technology, eConsole, a powerful, easy-to-use Windows-based utility, allows the CNGE28FX4TX24MSPOE+ to be centrally managed. Diverse media selection provides for easy implementation of point-to-point, linear add-drop, drop-and-repeat, star, or true self-healing ring and mesh network system architectures. The electrical ports support the 10/100/1000Mbps Ethernet IEEE802.3 protocol, and auto-negotiating and auto-MDI/MDIX features are included for simplicity and ease of installation. These network-managed layer 2 switches are optically (1000BASE-FX) and electrically compatible with any IEEE802.3 compliant Ethernet device. Unlike most Ethernet switches, the environmentally hardened CNGE28FX4TX24MSPOE+ is designed for direct deployment in difficult out-of-plant or roadside operating environments. Featuring a low-profile 1-RU high rack-mountable package, these units may be mounted within any standard 19-inch rack cabinet, and the high-capacity power supply for operation of the switch and PoE PSE (Power Sourcing Equipment) is completely self-contained.

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Regulatory Compliance Statement

Product(s) associated with this publication complies/comply with all applicable regulations. Please refer to the Technical Specifications section for more details.

Warranty

ComNet warrants that all ComNet products are free from defects in material and workmanship for a specified warranty period from the invoice date for the life of the installation. ComNet will repair or replace products found by ComNet to be defective within this warranty period, with shipment expenses apportioned by ComNet and the distributor. This warranty does not cover product modifications or repairs done by persons other than ComNet-approved personnel, and this warranty does not apply to ComNet products that are misused, abused, improperly installed, or damaged by accidents.

Please refer to the Technical Specifications section for the actual warranty period(s) of the product(s) associated with this publication.

Disclaimer

Information in this publication is intended to be accurate. ComNet shall not be responsible for its use or infringements on third-parties as a result of its use. There may occasionally be unintentional errors on this publication. ComNet reserves the right to revise the contents of this publication without notice.

Note. The PoE port may be considered SELV circuits, if:

- » Not likely to require connection to an Ethernet network with outside plant routing including campus environment; and
- » The installation instructions clearly state that the ITE is to be connected only to PoE Networks without routing to the outside plant.

Safety Indications

- » The equipment can only be accessed by a service person or users who have been instructed.
- » The equipment should be installed in the location that needs a tool or lock and key, or other means of security, and controlled by a person of authority.

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Overview

Introduction

CNGE28FX4TX24MSPOE+ series is managed Redundant Ring Ethernet switch with 24 10/100/1000BASE-T(X) ports with PoE (PSE) function and 4x1000BASE-X SFP ports. With completely support of Ethernet Redundancy protocol, C-Ring (recovery time < 30ms over 250 units of connection), Legacy Ring and MSTP/RSTP/STP (IEEE 802.1 s/w/D) can protect your mission-critical applications from network interruptions or temporary malfunctions with its fast recovery technology. ComNet switches provide advanced IP-based bandwidth management that can limit the maximum bandwidth for each IP device. Users can configure IP cameras and Network Video Recorders with more bandwidth and limit other device bandwidth. ComNet switches also support application-based QoS (Quality-of-Service). Application-based QoS can set highest priority for data stream according to the TCP/UDP port number. The ComNet special IP police function can only permit allowed IP address with MAC address to access the networking. Hacker cannot access the IP surveillance network without permission. It can avoid hackers from stealing video privacy data and attacking IP camera, Network Video Recorders and controllers. ComNet switches also provided advanced DOS/DDOS auto prevention. If there is any IP flow become big in short time, ComNet switches will lock the source IP address for certain amount of time to prevent the attack. Its hardware based prevention so it can prevent DOS/ DDOS attack immediately and completely. CNGE28FX4TX24MSPOE+ series also supports Power over Ethernet, a system to transmit electrical power up to 30 watts, along with data, to remote devices over standard CAT5/5-e/6 cable in an Ethernet network. Each CNGE28FX4TX24MSPOE+ series switch has 24 10/100/1000BASE-T(X) PSE (Power Sourcing Equipment) ports. PSE is a device (switch or hub for instance) that will provide power in a PoE connection. All functions of the CNGE28FX4TX24MSPOE+ series can be centrally managed by a powerful windows utility, eConsole. These switches are one of the most reliable choices for highly managed and Gigabit Fiber Optic Ethernet applications requiring PoE.

Software Features

- » Supports C-Ring (recovery time < 30ms over 250 units of connection), MSTP/RSTP/STP (IEEE 802.1s/w/D) for Ethernet Redundancy</p>
- » Support Jumbo frame up to 9K Bytes
- » 24 port 10/100/1000BASE-T(X) PSE fully compliant with IEEE802.3at standard, provide up to 30 Watts per port
- » Power supply included
- » Supports IP-based bandwidth management
- » Supports application-based QoS management
- » Supports IP police security function
- » Supports DOS/DDOS auto prevention
- » IGMP v2/v3 (IGMP snooping support) for filtering multicast traffic
- » Supports SNMP v1/v2c/v3, RMON and 802.1Q VLAN Network Management
- » Support ACL, 802.1x User Authentication and TACACS+ for security
- » Multiple notification for warning of unexpected event
- » Windows utility (eConsole) support centralized management and configurable by Web-based interface, Telnet and Console (CLI)
- » Support LLDP Protocol
- » 19-inch rack mountable design

Hardware Features

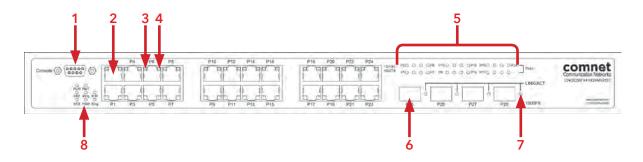
- » One 100~240VAC power input for CNGE28FX4TX24MSPOE+
- » Operating Temperature: -40° to 75°C
- » Storage Temperature: -40° to 85°C
- » Operating Humidity: 5% to 95%, non-condensing
- » Casing: IP-20
- » 24 × 10/100/1000BASE-T(X)
- » 4 × 1000 BASE-X SFP
- » Console Port support Command Line Interface(CLI)
- » Dimensions: 431 (W) x 342 (D) x 44 (H) mm

Hardware Overview

Front Panel

The following table describes the labels that are applied to the CNGE28FX4TX24MSPOE+

Port	Description
Gigabit SFP ports	4 1000BASE-X on SFP port
Gigabit Ethernet Ports	24 10/100/1000 BASE-T(X) Ports in RJ45
Auto MDI/MDIX with PSE	
Console	Use RS-232 with DB-9 connecter to manage switch.





CNGE28FX4TX24MSPOE+ Front Panel

- 1. Console port (DB-9)
- 2. 10/100/1000BASE-T(X) gigabits Ethernet ports with PSE
- 3. Odd number LED for Ethernet ports link status.
- 4. Even number LED for Ethernet ports link status.
- 5. PoE LED indicator for each ports
- 6. 1000BASE-X fiber port on SFP
- 7. LED for SFP ports link status.
- 8. System LED:
 - » Power Indicator (PWR): Green, for power indicator
 - » System Ready Indicator (STA): Indicate system ready. Blinking for system is upgrading firmware.

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- » Ring Master Indicator (R.M.): Indicates system being operated in C-Ring Master mode
- » C-Ring Indicator (Ring): Indicates system being operated in C-Ring mode. Blinking indicates Ring is broken.
- » System Running Indicator (RUN): System operated continuously
- » Supervisor Login Indicator (RMT): System is accessed remotely
- » Reset To Default Running Indicator (DEF): System reset to default configuration
- » Ping Command To The Switch Indicator (Ping): System is processing "PING" request

Rear Panel

The rear panel of CNGE28FX4TX24MSPOE+ is shown as below:



CNGE28FX4TX24MSPOE+ Rear Panel

1. Power socket of power input for AC 100V~240V / 50~60Hz.

Rack mount kit assembly

You can find the rack mount kit and the screws in the packing box. Please assembly the rack mount kit on the switch with screws as below picture.





Front Panel LEDs

LED indicators

Label	Definition	Indicator(s)	
PWR	Power	Green: For power indicator	
STA	System Ready	Green: Indicate system ready. Blinking: System is upgrading firmware.	
R.M.	Ring Master	Green: Indicate system operated in C-Ring Master mode	
Ring	C-Ring	Green: Indicate system operated in C-Ring mode Blinking: Ring is broken.	
RUN	Sysem Running	Green: System operated continuously	
RMT	Supervisor Login	Green: System is accessed remotely	
DEF	Reset To Default Running	Green: System reset to default configuration	
Ping	Ping Command To The Switch	Green: System is processing "PING" request	
P1 - P24	PoE indicator	Green for PSE power output indicator	
P1 - P24	10/100/1000BASE- T(X) RJ45 port	Green for Link/Act indicator	
P25 - P28	1000BASE-X SFP Fiber port	Green for port Link/Act.	

Cables

Ethernet Cables

The CNGE28FX4TX24MSPOE+ switch has standard Ethernet ports. According to the link type, the switch uses CAT 3, 4, 5,5e UTP cables to connect to any other network device (PCs, servers, switches, routers, or hubs). Please refer to the following table for cable specifications.

Cable Types and Specifications

Cable	Туре	Max. Length	Connector
10BASE-T	Cat. 3, 4, 5 100Ω	UTP 100m (328ft)	RJ-45
100BASE-TX	Cat. 5 100Ω UTP	UTP 100m (328ft)	RJ-45
1000BASE-TX	Cat. 5/Cat. 5e 100Ω UTP	UTP 100m (328ft)	RJ-45

100BASE-TX/10BASE-T Pin Assignments

With 100BASE-TX/10BASE-T cable, pins 1 and 2 are used for transmitting data, and pins 3 and 6 are used for receiving data.

10/100 PSE BASE-TX RJ-45 Pin Assignments

Pin Number	Assignment
1	TD+ with PoE Power input +
2	TD- with PoE Power input +
3	RD+ with PoE Power input -
4	Not used
5	Not used
6	RD- with PoE Power input -
7	Not used
8	Not used

1000 BASE-T RJ-45 Pin Assignments

Pin Number	Assignment
1	BI_DA+ with PoE Power input +
2	BI_DA- with PoE Power input +
3	BI_DB+ with PoE Power input -
4	BI_DC+
5	BI_DC-
6	BI_DB- with PoE Power input -
7	BI_DD+
8	BI_DD-

The CNGE28FX4TX24MSPOE+ switch will support auto MDI/MDI-X operation. You can use a straight-through cable to connect a PC to the switch. The following table below shows the 10BASE-T/ 100BASE-TX MDI and MDI-X port pin outs.

10/100 BASE-T MDI/MDI-X pins assignment

Pin Number	MDI port	MDI-X port
1	TD+(transmit)	RD+(receive)
2	TD-(transmit)	RD-(receive)
3	RD+(receive)	TD+(transmit)
4	Not used	Not used
5	Not used	Not used
6	RD-(receive)	TD-(transmit)
7	Not used	Not used
8	Not used	Not used

1000 BASE-T MDI/MDI-X pins assignment

Pin Number	MDI port	MDI-X port
1	BI_DA+	BI_DB+
2	BI_DA-	BI_DB-
3	BI_DB+	BI_DA+
4	BI_DC+	BI_DD+
5	BI_DC-	BI_DD-
6	BI_DB-	BI_DA-
7	BI_DD+	BI_DC+
8	BI_DD-	BI_DC-

Note: "+" and "-" signs represent the polarity of the wires that make up each wire pair.

SFP

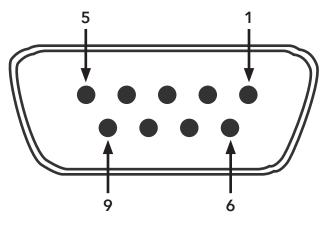
The Switch has fiber optical ports with SFP connectors. The fiber optical ports are in multi-mode (0 to 550M, 850 nm with 50/125 μ m, 62.5/125 μ m fiber) and single-mode with LC connector. Please remember that the TX port of Switch A should be connected to the RX port of Switch B.



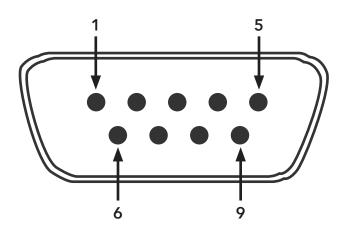
Console Cable

The CNGE28FX4TX24MSPOE+ switch can be managed by a PC connected to the console port using the included DB-9 cable.





DB-9 Male



DB-9 Female

Pin	Male Connector	Female Connector
1	Received Line Signal Detect (Received by DTE Device)	Received Line Signal Detect (Transmitted from DCE Device)
2	Received Data (Received by DTE Device)	Transmitted Data (Transmitted from DCE Device)
3	Transmitted Data (Transmitted from DTE Device)	Received Data (Received by DCE Device)
4	DTE Ready (Transmitted from DTE Device)	DTE Ready (Received by DCE Device)
5	Signal Ground	Signal Ground
6	DCE Ready (Received by DTE Device)	DCE Ready (Transmitted from DCE Device)
7	Request to Send (Transmitted from DTE Device)	Clear to Send (Received by DCE Device)
8	Clear to Send (Received by DTE Device)	Request to Send (Transmitted from DCE Device)
9	Ring Indicator (Received by DTE Device)	Ring Indicator (Transmitted from DCE Device)

WEB Management

Attention: While installing and upgrading firmware, please remove physical loop connection first. DO NOT power off equipment while the firmware is upgrading!

Configuration by Web Browser

This section reviews configuration by the Web browser.

About Web-based Management

An embedded HTML web site resides in the flash memory on the CPU board. It contains advanced management features and allows you to manage the switch from anywhere on the network through a standard web browser such as Microsoft Internet Explorer.

The Web-Based Management function supports Internet Explorer 5.0 or later. It is based on Java Applets with an aim to reduce network bandwidth consumption, enhance access speed and present an easy viewing screen.

Note: By default, IE5.0 or later version does not allow Java Applets to open sockets. You need to explicitly modify the browser setting in order to enable Java Applets to use network ports.

Preparing for Web Management

The default value is as below:

IP Address: 192.168.10.1

Subnet Mask: 255.255.255.0

Default Gateway: 192.168.10.254

User Name: admin

Password: admin

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System Login

- 1. Launch Internet Explorer.
- 2. Type http://192.168.10.1 and the IP address of the switch. Press Enter.

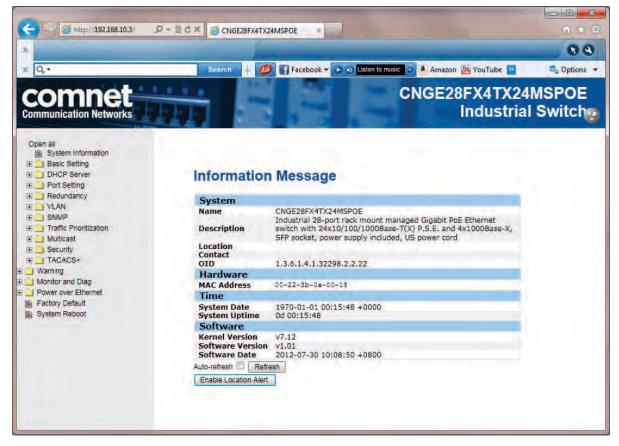


- 3. The login screen appears.
- 4. Enter username and password. The default username and password is admin.
- 5. Select Enter or OK button, then the main interface of the Web-based management appears.



Login screen

Main Interface



Main interface

4.1.2 Basic Setting

4.1.2.1 System Information

The switch system information is provided here.



System Information interface

Label	Description
System Contact	The text identification of the contact person for this managed node, together with information on how to contact this person. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 32 to 126.
System Name	An administratively assigned name for this managed node. By convention, this is the node's fully qualified domain name. A domain name is a text string drawn from the alphabet (A-Z, a-z), digits (0-9), minus sign (-). No space characters are permitted as part of a name. The first character must be an alpha character. And the first or last character must not be a minus sign. The allowed string length is 0 to 255.
System Location	The physical location of this node(e.g., telephone closet, 3rd floor). The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 32 to 126.
Timezone Offset	Enter the name of contact person or organization Provide the time zone offset relative to UTC/GMT. The offset is given in minutes east of GMT. The valid range is from -720 to 720 minutes.
Save	Select to save changes.
Reset	Select to undo any changes made locally and revert to previously saved values.

Admin & Password

This page allows you to configure the system password required to access the web pages or log in from CLI.



Label	Description
Old Password	Enter the current system password. If this is incorrect, the new password will not be set.
New Password	The system password. The allowed string length is 0 to 31, and the allowed content is the ASCII characters from 32 to 126.
Confirm password	Re-type the new password.
Save	Select to save changes.

IP Setting

Configure the switch-managed IP information on this page.



Label	Description
DHCP Client	Enable the DHCP client by checking this box. If DHCP fails and the configured IP address is zero, DHCP will retry. If DHCP fails and the configured IP address is non-zero, DHCP will stop and the configured IP settings will be used. The DHCP client will announce the configured System Name as hostname to provide DNS lookup.
IP Address	Assign the IP address that the network is using. If DHCP client function is enabling, you do not need to assign the IP address. The network DHCP server will assign the IP address for the switch and it will be display in this column. The default IP is 192.168.10.1
IP Mask	Assign the subnet mask of the IP address. If DHCP client function is enabling, you do not need to assign the subnet mask
IP Router	Assign the network gateway for the switch. The default gateway is 192.168.10.254
VLAN ID	Provide the managed VLAN ID. The allowed range is 1 through 4095.
SNTP Server	SNTP is an acronym for Simple Network Time Protocol, a network protocol for synchronizing the clocks of computer systems. SNTP uses UDP (datagrams) as transport layer.
Save	Select to save changes.
Reset	Select to undo any changes made locally and revert to previously saved values.
Renew	Select to renew DHCP. This button is only available if DHCP is enabled.

HTTPS





Label	Description	
Mode	Indicates the HTTPS mode operation. Possible modes are: Enabled: Enable HTTPS mode operation. Disabled: Disable HTTPS mode operation.	
Automatic Redirect	Indicates the HTTPS redirect mode operation. Automatic redirect web browser to HTTPS during HTTPS mode enabled. Possible modes are: Enabled: Enable HTTPS redirect mode operation. Disabled: Disable HTTPS redirect mode operation.	
Save	Select to save changes.	
Reset	Select to undo any changes made locally and revert to previously saved values.	

SSH

SSH Configuration



Label	Description
Mode	Indicates the SSH mode operation. Possible modes are: Enabled: Enable SSH mode operation. Disabled: Disable SSH mode operation.
Save	Select to save changes.
Reset	Select to undo any changes made locally and revert to previously saved values.

LLDP

LLDP Parameters

This page allows the user to inspect and configure the current LLDP port settings.



Label	Description	
TX Interval	The switch is periodically transmitting LLDP frames to its neighbor's for having the network discovery information up-to-date. The interval between each LLDP frame is determined by the TX Interval value. Valid values are restricted to 5 - 32768 seconds.	
TX Hold	Each LLDP frame contains information about how long the information in the LLDP frame shall be considered valid. The LLDP information valid period is set to TX Hold multiplied by TX Interval seconds. Valid values are restricted to 2 - 10 times.	
TX Delay	If some configuration is changed (e.g. the IP address) a new LLDP frame is transmitted, but the time between the LLDP frames will always be at least the value of TX Delay seconds. TX Delay cannot be larger than 1/4 of the TX Interval value. Valid values are restricted to 1 - 8192 seconds.	
TX Reinit	When a port is disabled, LLDP is disabled or the switch is rebooted a LLDP shutdown frame is transmitted to the neighbComNet units, signaling that the LLDP information isn't valid anymore. TX Reinit controls the amount of seconds between the shutdown frame and a new LLDP initialization. Valid values are restricted to 1 - 10 seconds.	

LLDP Port Configuration

Label	Description
Port	The switch port number of the logical LLDP port.
Mode	Select LLDP mode. Rx only The switch will not send out LLDP information, but LLDP information from neighbor units is analyzed. TX only The switch will drop LLDP information received from neighbor's, but will send out LLDP information. Disabled The switch will not send out LLDP information, and will drop LLDP information received from neighbor's. Enabled The switch will send out LLDP information, and will analyze LLDP information received from neighbor's.
CDP Aware	Select CDP awareness. The CDP operation is restricted to decoding incoming CDP frames (The switch doesn't transmit CDP frames). CDP frames are only decoded if LLDP for the port is enabled. Only CDP TLVs that can be mapped into a corresponding field in the LLDP neighbor's table are decoded. All other TLVs are discarded (Unrecognized CDP TLVs and discarded CDP frame are not shown in the LLDP statistic. Only). CDP TLVs are mapped into LLDP neighbor's table as shown below. CDP TLV "Device ID" is mapped into the LLDP "Chassis ID" field. CDP TLV "Address" is mapped into the LLDP "Management Address" field. The CDP address TLV can contain multiple addresses, but only the first address is shown in the LLDP neighbor's table. CDP TLV "Port ID" is mapped into the LLDP "Port ID" field. CDP TLV "Version and Platform" is mapped into the LLDP "System Description" field. Both the CDP and LLDP supports "system capabilities", but the CDP capabilities cover capabilities that are not part of the LLDP. These capabilities are shown as "others" in the LLDP neighbor's table. If all ports have CDP awareness disabled the switch forwards CDP frames received from neighbor devices. If at least one port has CDP awareness enabled all CDP frames are terminated by the switch. Note: When CDP awareness for a port is disabled the CDP information isn't removed immediately, but will be removed when the hold time is exceeded.
Port Descr	Optional TLV: When checked the "port description" is included in LLDP information transmitted.
Sys Name	Optional TLV: When checked the "system name" is included in LLDP information transmitted.
Sys Descr	Optional TLV: When checked the "system description" is included in LLDP information transmitted.
Sys Capa	Optional TLV: When checked the "system capability" is included in LLDP information transmitted.
Mgmt Addr	Optional TLV: When checked the "management address" is included in LLDP information transmitted.

LLDP Neighbor Information

This page provides a status overview for all LLDP neighbors. The displayed table contains a row for each port on which an LLDP neighbor is detected. The columns hold the following information:

LLDP Neighbor Information

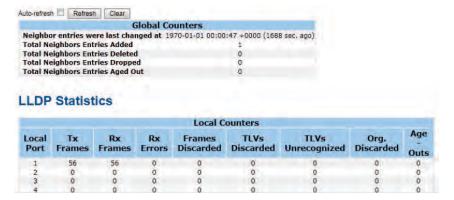


Label	Description			
Local Port	The port on which the LLDP frame was received.			
Chassis ID	The Chassis ID is the identification of the neighbor's LLDP frames.			
Remote Port ID	The Remote Port ID is the identification of the neighbor port.			
System Name	System Name is the name advertised by the neighbor unit.			
Port Description	Port Description is the port description advertised by the neighbor unit.			
System Capabilites	System Capabilities describes the neighbor unit's capabilities. The possible capabilities are: 1. Other 2. Repeater 3. Bridge 4. WLAN Access Point 5. Router 6. Telephone 7. DOCSIS cable device 8. Station only 9. Reserved When a capability is enabled, the capability is followed by (+). If the capability is disabled, the capability is followed by (-).			
Management Address	Management Address is the neighbor unit's address that is used for higher layer entities to assist the discovery by the network management. This could for instance hold the neighbor's IP address.			
Refresh	Select to refresh the page immediately.			
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.			

LLDP Statistics

This page provides an overview of all LLDP traffic.

Two types of counters are shown. Global counters are counters that refer to the whole stack, switch, while local counters refer to counters for the currently selected switch.



Global Counters

Label	Description
Neighbor entries were last changed at	Shows the time for when the last entry was last deleted or added. It is also shows the time elapsed since last change was detected.
Total Neighbor's Entries Added	Shows the number of new entries added since switch reboot.
Total Neighbor's Entries Deleted	Shows the number of new entries deleted since switch reboot.
Total Neighbor's Entries Dropped	Shows the number of LLDP frames dropped due to that the entry table was full.
Total Neighbor's Entries Aged Out	Shows the number of entries deleted due to Time-To-Live expiring.

Local Counters

Label	Description			
Local Port	The port on which LLDP frames are received or transmitted.			
TX Frames	The number of LLDP frames transmitted on the port.			
Rx Frames	The number of LLDP frames received on the port.			
Rx Errors	The number of received LLDP frames containing some kind of error.			
Frames Discarded	dlf an LLDP frame is received on a port, and the switch's internal table has run full, the LLDP frame is counted and discarded. This situation is known as "Too Many Neighbor's" in the LLDP standard. LLDP frames require a new entry in the table when the Chassis ID or Remote Port ID is not already contained within the table. Entries are removed from the table when a given port links down, an LLDP shutdown frame is received, or when the entry ages out.			
TLVs Discarded	Each LLDP frame can contain multiple pieces of information, known as TLVs (TLV is short for "Type Length Value"). If a TLV is malformed, it is counted and discarded.			
TLVs Unrecognized	The number of well-formed TLVs, but with an unknown type value.			
Org. Discarded	The number of organizationally TLVs received.			
Age-Outs	Each LLDP frame contains information about how long time the LLDP information is valid (age-out time). If no new LLDP frame is received within the age out time, the LLDP information is removed, and the Age-Out counter is incremented.			
Refresh	Select to refresh the page immediately.			
Clear	Clears the local counters. All counters (including global counters) are cleared upon reboot.			
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.			

Backup/Restore Configuration

You can save/view or load the switch configuration. The configuration file is in XML format with a hierarchy of tags:



Firmware Update

This page facilitates an update of the firmware controlling the stack. switch.



DHCP Server

Setting

The system provides with DHCP server function. Enable the DHCP server function; the switch system will be a DHCP server.



DHCP Dynamic Client List

When the DHCP server function is activated, the system will collect the DHCP client information and display in here.



DHCP Client List

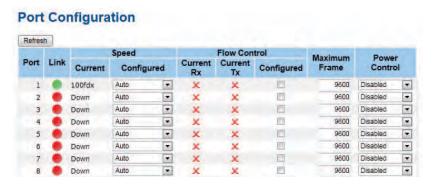
You can assign the specific IP address that is in the assigned dynamic IP range to the specific port. When the device is connecting to the port and asks for dynamic IP assigning, the system will assign the IP address that has been assigned before in the connected device.



Port Setting

Port Control

This page displays current port configurations. Ports can also be configured here.



Label	Description			
Port	This is the logical port number for this row.			
Link	The current link state is displayed graphically. Green indicates the link is up and red that it is down.			
Current Link Speed	Provides the current link speed of the port.			
Configured Link Speed	Select any available link speed for the given switch port. Auto Speed selects the highest speed that is compatible with a link partner. Disabled disables the switch port operation.			
Flow Control	When Auto Speed is selected for a port, this section indicates the flow control capability that is advertised to the link partner. When a fixed-speed setting is selected, that is what is used. The Current Rx column indicates whether pause frames on the port are obeyed, and the Current TX column indicates whether pause frames on the port are transmitted. The Rx and TX settings are determined by the result of the last Auto-Negotiation. Check the configured column to use flow control. This setting is related to the setting for Configured Link Speed.			
Maximum Frame	Enter the maximum frame size allowed for the switch port, including FCS. The allowed range is 1518 bytes to 9600 bytes.			
Excessive Collision Mode	Configure port transmit collision behavior. Discard: Discard frame after 16 collisions (default). Restart: Restart back-off algorithm after 16 collisions.			
Power Control	The Usage column shows the current percentage of the power consumption per port. The Configured column allows for changing the power savings mode parameters per port. Disabled: All power savings mechanisms disabled. ActiPHY: Link down power savings enabled. Perfect-Reach: Link up power savings enabled. Enabled: Both link up and link down power savings enabled.			
Total Power Usage	Total power usage in board, measured in percent.			
Save	Select to save changes.			
Reset	Select to undo any changes made locally and revert to previously saved values.			
Refresh	Select to refresh the page. Any changes made locally will be undone.			

Rate Limit

Configure the switch port rate limit for Police and Shapers on this page.

Rate Limit Configuration Port Policer Policer Enabled Rate Policer Shaper Shaper Shaper Unit Enabled Rate Unit 500 kbps ▼ 500 kbps ▼ 500 kbps ▼ 1 500 kbps • -500 kbps 🔻 3 4 500 kbps 🔻 500 kbps ▼ 500 kbps ▼ 500 kbps • 6 500 kbps 💌 500 kbps 💌 500 kbps 🔻 8 500 kbps 💌 500 kbps ▼

Label	Description			
Port	The logical port for the settings contained in the same row.			
Policer Enabled	Enable or disable the port policer. The default value is "Disabled".			
Policer Rate	Configure the rate for the port policer. The default value is "500". This value is restricted to 500-1000000 when the "Policer Unit" is "kbps", and it is restricted to 1-1000 when the "Policer Unit" is "Mbps"			
Policer Unit	Configure the unit of measure for the port policer rate as kbps or Mbps. The default value is "kbps".			
Shaper Enabled	Enable or disable the port shaper. The default value is "Disabled".			
Shaper Rate	Configure the rate for the port shaper. The default value is "500". This value is restricted to 500-1000000 when the "Policer Unit" is "kbps", and it is restricted to 1-1000 when the "Policer Unit" is "Mbps"			
Shaper Unit	Configure the unit of measure for the port shaper rate as kbps or Mbps. The default value is "kbps".			
Save	Select to save changes.			
Reset	Select to undo any changes made locally and revert to previously saved values.			

Port Trunk

Trunk Configuration

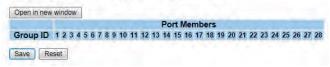
This page is used to configure the Aggregation hash mode and the aggregation group.

Aggregation Mode Configuration



Label	Description
Source MAC Address	The Source MAC address can be used to calculate the destination port for the frame. Check to enable the use of the Source MAC address, or uncheck to disable. By default, Source MAC Address is enabled.
Destination MAC Address	The Destination MAC Address can be used to calculate the destination port for the frame. Check to enable the use of the Destination MAC Address, or uncheck to disable. By default, Destination MAC Address is disabled.
IP Address	The IP address can be used to calculate the destination port for the frame. Check to enable the use of the IP Address, or uncheck to disable. By default, IP Address is enabled.
TCP/UDP Port Number	The TCP/UDP port number can be used to calculate the destination port for the frame. Check to enable the use of the TCP/UDP Port Number, or uncheck to disable. By default, TCP/UDP Port Number is enabled.

Aggregation Group Configuration



Label	Description
Group ID	Indicates the group ID for the settings contained in the same row. Group ID "Normal" indicates there is no aggregation. Only one group ID is valid per port.
Port Members	Each switch port is listed for each group ID. Select a radio button to include a port in an aggregation, or clear the radio button to remove the port from the aggregation. By default, no ports belong to any aggregation group. Only full duplex ports can join an aggregation and ports must be in the same speed in each group.

LACP Port Configuration

This page allows the user to inspect the current LACP port configurations, and possibly change them as well.

LACP Port Configuration

Port	LACP Enabled		Key	Role
1		Auto		Active -
2		Auto	-	Active -
3		Auto		Active -
4		Auto	*	Active
5		Auto	(*)	Active -
6		Auto	•	Active -
7		Auto		Active -
8		Auto		Active -

Label	Description
Port	Indicates the group ID for the settings contained in the same row. Group ID "Normal" indicates there is no aggregation. Only one group ID is valid per port.
LACP Enabled	Each switch port is listed for each group ID. Select a radio button to include a port in an aggregation, or clear the radio button to remove the port from the aggregation. By default, no ports belong to any aggregation group. Only full duplex ports can join an aggregation and ports must be in the same speed in each group.
Key	The Key value incurred by the port, range 1-65535. The Auto setting will set the key as appropriate by the physical link speed, 10Mb = 1, 100Mb = 2, 1Gb = 3. Using the Specific setting, a user-defined value can be entered. Ports with the same Key value can participate in the same aggregation group, while ports with different keys cannot.
Role	The Role shows the LACP activity status. The Active will transmit LACP packets each second, while Passive will wait for a LACP packet from a partner (speak if spoken to).
Save	Select to save changes.
Reset	Select to undo any changes made locally and revert to previously saved values.

LACP System Status

This page provides a status overview for all LACP instances.



Label	Description
Aggr ID	The Aggregation ID associated with this aggregation instance. For LLAG the id is shown as 'isid:aggr-id' and for GLAGs as 'aggr-id'
Partner System ID	The system ID (MAC address) of the aggregation partner.
Partner Key	The Key that the partner has assigned to this aggregation ID.
Last Changed	The time since this aggregation changed.
Last Channged	Shows which ports are a part of this aggregation for this switch/stack. The format is: "Switch ID:Port".
Refresh	Select to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

LACP Status

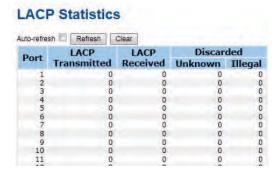
This page provides a status overview for LACP status for all ports.



Label	Description
Port	The switch port number.
LACP	'Yes' means that LACP is enabled and the port link is up. 'No' means that LACP is not enabled or that the port link is down. 'Backup' means that the port could not join the aggregation group but will join if other port leaves. Meanwhile it's LACP status is disabled.
Key	The key assigned to this port. Only ports with the same key can aggregate together.
Aggr ID	The Aggregation ID assigned to this aggregation group.
Partner System ID	The partners System ID (MAC address).
Partner Port	The partners port number connected to this port.
Refresh	Select to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

LACP Statistics

This page provides an overview for LACP statistics for all ports.

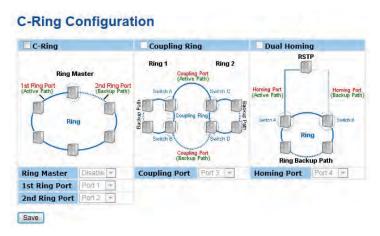


Label	Description
Port	The switch port number
LACP Transmitted	Shows how many LACP frames have been sent from each port
LACP Received	Shows how many LACP frames have been received at each port.
Discarded	Shows how many unknown or illegal LACP frames have been discarded at each port.
Refresh	Select to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.
Clear	Clears the counters for all ports

Redundancy

C-Ring

C-Ring is the most powerful Redundant Ring in the world. The recovery time of C-Ring is less than 30ms. It can reduce unexpected damage caused by network topology changes. C-Ring Supports 3 Ring topology: Ring, Coupling Ring and Dual Homing.



Ring interface

The following table describes the labels in this screen.

Label	Description
Redundant Ring	Mark to enable Ring.
Ring Master	There should be one and only one Ring Master in a ring. However if there are two or more switches that set the Ring Master to enable, the switch with the lowest MAC address will be the actual Ring Master and others will be Backup Masters.
1st Ring Port	The primary port, when this switch is Ring Master.
2nd Ring Port	The backup port, when this switch is Ring Master.
Coupling Ring	Mark to enable Coupling Ring. Coupling Ring can be used to divide a big ring into two smaller rings to avoid effecting all switches when network topology change. It is a good application for connecting two Rings.
Coupling Port	Link to Coupling Port of the switch in another ring. Coupling Ring need four switch to build an active and a backup link. Set a port as coupling port. The coupled four ports of four switches will be run at active/backup mode.
Dual Homing	Mark to enable Dual Homing. By selecting Dual Homing mode, Ring will be connected to normal switches through two RSTP links (ex: backbone Switch). The two links work as active/backup mode, and connect each Ring to the normal switches in RSTP mode.
Apply	Select "Apply" to set the configurations.

Note: We don't suggest you to set one switch as a Ring Master and a Coupling Ring at the same time due to heavy load.

Legacy Ring

✓ Legacy Ring			
Ring Master	Enable	¥	This switch is a Ring Master.
1st Ring Port	Port 1	7	Forwarding
2nd Ring Port	Port 2	-	LinkDown

Legacy ring provides support for the switch to be used in an existing ring of ComNet X-Ring enabled switches.

X-Ring provides a faster redundant recovery than Spanning Tree topology. The action is similar to STP or RSTP, but the algorithms between them are not the same. In the X-Ring topology, every switch should be enabled with X-Ring or Legacy Ring function and two ports should be assigned as the member ports in the ring. Only one switch in the X-Ring group would be set as the master switch that one of its two member ports would be blocked, called backup port, and another port is called working port. Other switches in the X-Ring group are called working switches and their two member ports are called working ports. When the failure of network connection occurs, the backup port of the master switch (Ring Master) will automatically become a working port to recover from the failure.

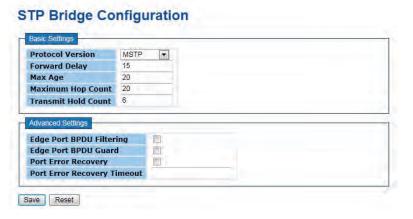
The switch supports the function and interface for setting the switch as the ring master or not. The ring master can negotiate and place command to other switches in the X-Ring group. If there are 2 or more switches in master mode, the software will select the switch with lowest MAC address number as the ring master. The X-Ring master ring mode can be enabled by setting the Legacy Ring configuration interface. Also, the user can identify whether the switch is the ring master by checking the R.M. LED indicator on the front panel of the switch.

Label	Description
Legacy Ring	To enable the Legacy Ring (X-Ring) function, tick the checkbox beside the Legacy Ring label. If this checkbox is not ticked, all the ring functions are unavailable.
Ring Master	Select Enable for this switch to be the ring master or Disable for this switch to be a working switch.
1st Ring Port	The primary port, when this switch is Ring Master. Select a port to assign from the pull down selection menu.
2nd Ring Port	The backup port, used when this switch is Ring Master and the primary port fails. Select a port to assign from the pull down selection menu.
Save	Select to save changes.
Refresh	Select to refresh the page immediately.

MSTP

Bridge Settings

This page allows you to configure RSTP system settings. The settings are used by all RSTP Bridge instances in the Switch Stack.



Label	Description
Protocol Version	The STP protocol version setting. Valid values are STP, RSTP and MSTP.
Forward Delay	The delay used by STP Bridges to transition Root and Designated Ports to Forwarding (used in STP compatible mode). Valid values are in the range 4 to 30 seconds.
Max Age	The maximum age of the information transmitted by the Bridge when it is the Root Bridge. Valid values are in the range 6 to 40 seconds, and MaxAge must be <= (FwdDelay-1)*2.
Maximum Hop Count	This defines the initial value of remaining Hops for MSTI information generated at the boundary of an MSTI region. It defines how many bridges a root bridge can distribute its BPDU information. Valid values are in the range 4 to 30 seconds, and MaxAge must be <= (FwdDelay-1)*2.
Transmit Hold Count	The number of BPDU's a bridge port can send per second. When exceeded, transmission of the next BPDU will be delayed. Valid values are in the range 1 to 10 BPDU's per second.
Save	Select to save changes.
Reset	Select to undo any changes made locally and revert to previously saved values.

MSTI Mapping

This page allows the user to inspect the current STP MSTI bridge instance priority configurations, and possibly change them as well.

MSTI Configuration Add VLANs separated by spaces or comma. Unmapped VLANs are mapped to the CIST. (The default bridge instance). Configuration Identification Configuration Name 00-22-3b-0a-00-18 Configuration Revision 0 MSTI Mapping MSTI VLANs Mapped MST1 MST2 MST3 MST4 MST5 MST6 MST7 Save Reset

Label	Description
Configuration Name	The name identifying the VLAN to MSTI mapping. Bridges must share the name and revision (see below), as well as the VLAN-to-MSTI mapping configuration in order to share spanning trees for MSTI's. (Intra-region). The name is at most 32 characters.
Configuration Revision	The revision of the MSTI configuration named above. This must be an integer between 0 and 65535.
MSTI	The bridge instance. The CIST is not available for explicit mapping, as it will receive the VLANs not explicitly mapped.
VLANS Mapped	The list of VLAN's mapped to the MSTI. The VLANs must be separated with comma and/or space. A VLAN can only be mapped to one MSTI. An unused MSTI should just be left empty. (I.e. not having any VLANs mapped to it.)
Save	Select to save changes.
Reset	Select to undo any changes made locally and revert to previously saved values.

MSTI Priorities

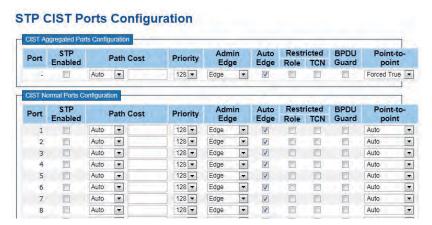
This page allows the user to inspect the current STP MSTI bridge instance priority configurations, and possibly change them as well.



Label	Description
MSTI	The bridge instance. The CIST is the default instance, which is always active.
Priority	Controls the bridge priority. Lower numerical values have better priority. The bridge priority plus the MSTI instance number, concatenated with the 6-byte MAC address of the switch forms a Bridge Identifier.
Save	Select to save changes.
Reset	Select to undo any changes made locally and revert to previously saved values.

CIST Ports

This page allows the user to inspect the current STP CIST port configurations, and possibly change them as well. This page contains settings for physical and aggregated ports. The aggregation settings are stack global.

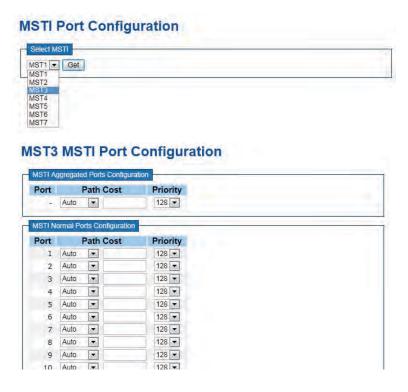


Label	Description
Port	The switch port number of the logical STP port.
STP Enabled	Controls whether STP is enabled on this switch port.
Path Cost	Controls the path cost incurred by the port. The Auto setting will set the path cost as appropriate by the physical link speed, using the 802.1D recommended values. Using the Specific setting, a user-defined value can be entered. The path cost is used when establishing the active topology of the network. Lower path cost ports are chosen as forwarding ports in favor of higher path cost ports. Valid values are in the range 1 to 200000000.
Priority	Controls the port priority. This can be used to control priority of ports having identical port cost. (See above).
OpenEdge(setate flag)	e Operational flag describing whether the port is connecting directly to edge devices. (No Bridges attached). Transitioning to the forwarding state is faster for edge ports (having operEdge true) than for other ports.
AdminEdge	Controls whether the operEdge flag should start as being set or cleared. (The initial operEdge state when a port is initialized).
AutoEdge	Controls whether the bridge should enable automatic edge detection on the bridge port. This allows operEdge to be derived from whether BPDU's are received on the port or not.
Restricted Role	If enabled, causes the port not to be selected as Root Port for the CIST or any MSTI, even if it has the best spanning tree priority vector. Such a port will be selected as an Alternate Port after the Root Port has been selected. If set, it can cause lack of spanning tree connectivity. It can be set by a network administrator to prevent bridges external to a core region of the network influencing the spanning tree active topology, possibly because those bridges are not under the full control of the administrator. This feature is also known as Root Guard.
Restricted TCN	If enabled, causes the port not to propagate received topology change notifications and topology changes to other ports. If set it can cause temporary loss of connectivity after changes in a spanning trees active topology as a result of persistent incorrectly learned station location information. It is set by a network administrator to prevent bridges external to a core region of the network, causing address flushing in that region, possibly because those bridges are not under the full control of the administrator or is the physical link state for the attached LANs transitions frequently.
Point2Point	Controls whether the port connects to a point-to-point LAN rather than a shared medium. This can be automatically determined, or forced either true or false. Transition to the forwarding state is faster for point-to-point LANs than for shared media.
Save	Select to save changes.
Reset	Select to undo any changes made locally and revert to previously saved values.

MSTI Ports

This page allows the user to inspect the current STP MSTI port configurations, and possibly change them as well. A MSTI port is a virtual port, which is instantiated separately for each active CIST (physical) port for each MSTI instance configured and applicable for the port. The MSTI instance must be selected before displaying actual MSTI port configuration options.

This page contains MSTI port settings for physical and aggregated ports. The aggregation settings are stack global.

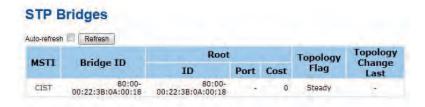


Label	Description
Port	The switch port number of the corresponding STP CIST (and MSTI) port.
Path Cost	Controls the path cost incurred by the port. The Auto setting will set the path cost as appropriate by the physical link speed, using the 802.1D recommended values. Using the Specific setting, a user-defined value can be entered. The path cost is used when establishing the active topology of the network. Lower path cost ports are chosen as forwarding ports in favor of higher path cost ports. Valid values are in the range 1 to 200000000.
Priority	Controls the port priority. This can be used to control priority of ports having identical port cost. (See above).
Save	Select to save changes.
Reset	Select to undo any changes made locally and revert to previously saved values.

STP Bridges

This page provides a status overview for all STP bridge instances.

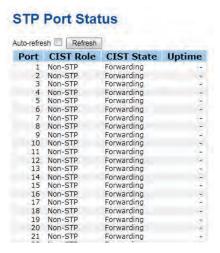
The displayed table contains a row for each STP bridge instance, where the column displays the following information:



Label	Description
MSTI	The Bridge Instance. This is also a link to the STP Detailed Bridge Status.
Bridge ID	The Bridge ID of this Bridge instance.
Root ID	The Bridge ID of the currently elected root bridge.
Root Port	The switch port currently assigned the root port role.
Root Cost	Root Path Cost. For the Root Bridge this is zero. For all other Bridges, it is the sum of the Port Path Costs on the least cost path to the Root Bridge.
Topology Flag	The current state of the Topology Change Flag for this Bridge instance.
Topology Change Last	The time since last Topology Change occurred.
Refresh	Select to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

STP Port Status

This page displays the STP CIST port status for port physical ports in the currently selected switch.



Label	Description
Port	The switch port number of the logical STP port.
CIST Role	The current STP port role of the CIST port. The port role can be one of the following values: AlternatePort BackupPort RootPort DesignatedPort.
State	The current STP port state of the CIST port. The port state can be one of the following values: Blocking Learning Forwarding.
Uptime	The time since the bridge port was last initialized.
Refresh	Select to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

STP Statistics

This page displays the RSTP port statistics counters for bridge ports in the currently selected switch.



Label	Description
Port	The switch port number of the logical RSTP port.
RSTP	The number of RSTP Configuration BPDU's received/transmitted on the port.
STP	The number of legacy STP Configuration BPDU's received/transmitted on the port.
TCN	The number of (legacy) Topology Change Notification BPDU's received/transmitted on the port.
Discarded Unknown	The number of unknown Spanning Tree BPDU's received (and discarded) on the port.
Discarded Illegal	The number of illegal Spanning Tree BPDU's received (and discarded) on the port.
Refresh	Select to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

VLAN

VLAN Membership Configuration

The VLAN membership configuration for the selected stack switch unit switch can be monitored and modified here. Up to 64 VLANs are supported. This page allows for adding and deleting VLANs as well as adding and deleting port members of each VLAN.

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
VLAN ID	The VLAN ID for the entry.
MAC Address	The MAC address for the entry.
Port Members	Checkmarks indicate which ports are members of the entry. Check or uncheck as needed to modify the entry.
Adding a New Static Entry	Select to add a new VLAN ID. An empty row is added to the table, and the VLAN can be configured as needed. Legal values for a VLAN ID are 1 through 4095.
	The VLAN is enabled on the selected stack switch unit when you Select on Save. The VLAN is thereafter present on the other stack switch units, but with no port members.
	A VLAN without any port members on any stack unit will be deleted when you Select Save .
	The Delete button can be used to undo the addition of new VLANs.

Example:

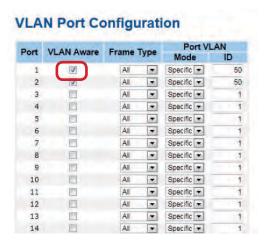
Portbased VLAN Setting (For ingress port)

1. VLAN Membership Configuration setting port 1 & VID=50

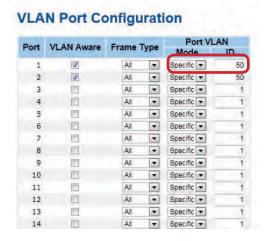
VLAN Membership Configuration



2. VLAN Port 1 Configurations-->Disable VLAN Aware

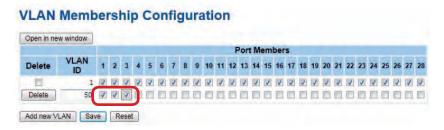


3. VLAN Port 1 Configuration-->Mode=specific,ID=50

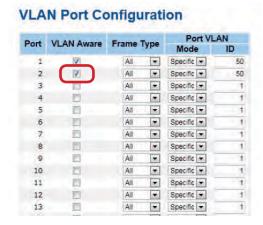


(For egress port)

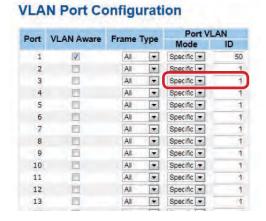
1. VLAN Membership Configuration setting port 2 & VID=50



2. VLAN Port 2 Configuration-->don't care VLAN Aware



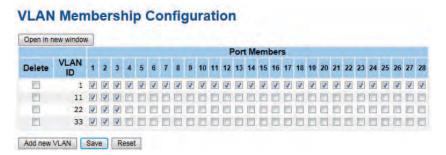
3. VLAN Port 2 Configuration-->Mode=specific, ID=50 (Any packet can enter egress port)



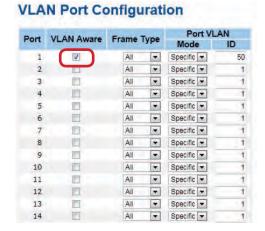
802.1Q Access port Setting

(For ingress port)

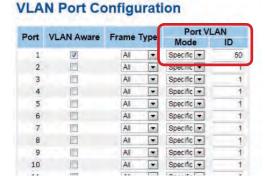
1. VLAN Membership Configuration setting port & VID=50



2. VLAN Port Configurations-->Enable VLAN Aware



1. VLAN Port Configuration-->Mode=specific,ID=50



(For egress port)

1. VLAN Membership Configuration setting port & VID=50

VLAN Membership Configuration



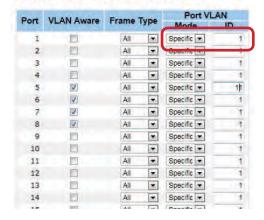
2. VLAN Port Configurations-->Disable VLAN Aware

VLAN Port Configuration

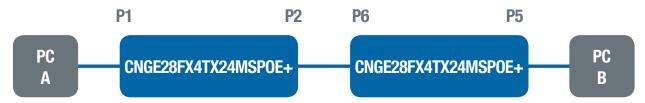
	VLAN Aware	F	Port VL	AN
Port	VLAN Aware	Frame Type	Mode	ID
1		All 💌	Specific -	13
2		All 🕶	Specific -	1
3		All	Specific -	1
4		All 💌	Specific -	1
5	V	All 🔻	Specific -	1
6	V	All 💌	Specific -	1
7	V	All 💌	Specific -	1
8	V	All 💌	Specific -	1
9		All 🔻	Specific -	1
10		All 💌	Specific -	1
11		All 💌	Specific -	1
12		All 💌	Specific -	1
13		All 🔻	Specific -	19
14		All 🔻	Specific -	1
		4.0	December Inc.	- 1

 VLAN Port Configuration-->Mode=specific,ID=50 (Untagged & tag=50 packet can enter egress port)

VLAN Port Configuration



802.1Q Trunk port setting (multi-tag)

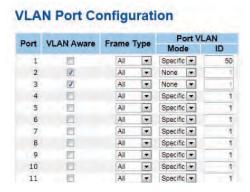


(For ingress port)

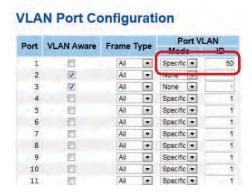
1. VLAN Membership Configuration setting port & VID=11,22,33



2. VLAN Port Configurations-->Enable VLAN Aware



3. VLAN Port Configuration-->Mode=specific,ID=11 (when entering packet is untagged frame, added tag = 11 When entering the tagged frame, only VID = 11,22,33 three kinds of packets can pass)



(For egress port)

1. VLAN Membership Configuration setting port, VID=11,22,33

VLAN Membership Configuration



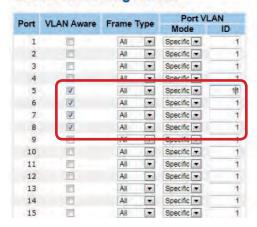
2. VLAN Port Configurations-->Enable VLAN Aware

VLAN Port Configuration

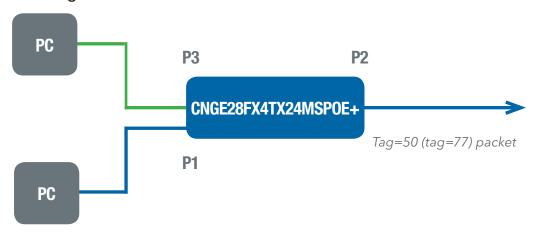
D	10 411 4	Paralle Harris	Port VI	AN
Port	VLAN Aware	Frame Type	Mode	ID
1		All	Specific -	1
2		All 🔻	Specific -	1
3		All 💌	Specific -	1
4		All 🔻	Specific -	9
5	V	All	Specific -	1
6	V	All 💌	Specific -	
7	V	All	Specific -	-
8	V	All 🔻	Specific -	1
9	THE STATE OF	Δ11	Concific -	-
10		All 💌	Specific -	- 1
11		All 💌	Specific -	1
12		All 🔻	Specific -	1
13		All 🔻	Specific -	1
14		All 🔻	Specific -	1
15		All 🔻	Specific -	1

3. VLAN Port Configuration-->Mode=none (Egress port can receive tag=11,22,33 packet In addition, only tag=11 packet can enter egress port)

VLAN Port Configuration



QinQ VLAN Setting



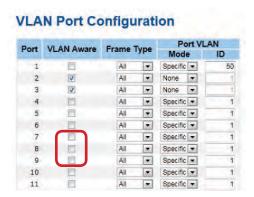
ingress Port 1---->egress Port 2

(For Ingress port---- Port 1)

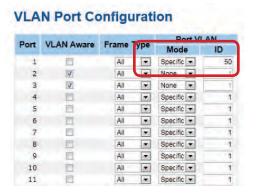
1. VLAN Membership Configuration setting port 1, 2 and 3 & VID=50



2. VLAN Port Configuration-->Disable Port 1 VLAN Aware

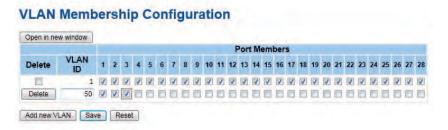


3. VLAN Port Configuration-->Port 1 Mode=specific, ID=50

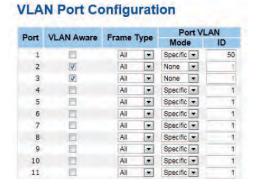


(For egress port ---- Port 2)

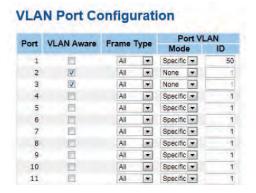
1. VLAN Membership Configuration setting port & VID=50



2. VLAN Port Configuration-->Enable Port 2 and 3 VLAN Aware.



VLAN Port Configuration-->Mode=none (only tag=50 packet can enter egress port)



Private VLAN

The Private VLAN membership configurations for the switch can be monitored and modified here. Private VLANs can be added or deleted here. Port members of each Private VLAN can be added or removed here. Private VLANs are based on the source port mask, and there are no connections to VLANs. This means that VLAN IDs and Private VLAN IDs can be identical.

A port must be a member of both a VLAN and a Private VLAN to be able to forward packets. By default, all ports are VLAN unaware and members of VLAN 1 and Private VLAN 1.

A VLAN unaware port can only be a member of one VLAN, but it can be a member of multiple Private VLANs.



Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Private VLAN ID	Indicates the ID of this particular private VLAN.
MAC Address	The MAC address for the entry.
Port Members	A row of check boxes for each port is displayed for each private VLAN ID. To include a port in a Private VLAN, check the box. To remove or exclude the port from the Private VLAN, make sure the box is unchecked. By default, no ports are members, and all boxes are unchecked.
Adding a New Static Entry	Select Add New Private VLAN to add a new private VLAN ID. An empty row is added to the table, and the private VLAN can be configured as needed. The allowed range for a private VLAN ID is the same as the switch port number range. Any values outside this range are not accepted, and a warning message appears. Select OK to discard the incorrect entry, or Select Cancel to return to the editing and make a correction. The Private VLAN is enabled when you Select Save. The Delete button can be used to undo the addition of new Private VLANs.



Label	Description
Port Members	A check box is provided for each port of a private VLAN. When checked, port isolation is enabled for that port. When unchecked, port isolation is disabled for that port. By default, port isolation is disabled for all ports.

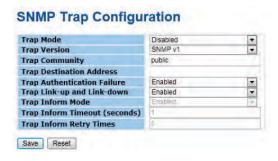
SNMP

SNMP-System

SNMP System Configuration



Label	Description
Mode	Indicates the SNMP mode operation. Possible modes are: Enabled: Enable SNMP mode operation. Disabled: Disable SNMP mode operation.
Version	Indicates the SNMP supported version. Possible versions are: SNMP v1: Set SNMP supported version 1. SNMP v2c: Set SNMP supported version 2c. SNMP v3: Set SNMP supported version 3.
Read Community	Indicates the community read access string to permit access to SNMP agent. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 33 to 126. The field only suits to SNMPv1 and SNMPv2c. SNMPv3 is using USM for authentication and privacy and the community string will associated with SNMPv3 communities table
Write Community	Indicates the community write access string to permit access to SNMP agent. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 33 to 126. The field only suits to SNMPv1 and SNMPv2c. SNMPv3 is using USM for authentication and privacy and the community string will be associated with SNMPv3 communities table.
Engine ID	Indicates the SNMPv3 engine ID. The string must contain an even number between 10 and 64 hexadecimal digits, but all-zeros and all-'F's are not allowed. Change of the Engine ID will clear all original local users.



Label	Description
Trap Mode	Indicates the SNMP trap mode operation. Possible modes are: Enabled: Enable SNMP trap mode operation. Disabled: Disable SNMP trap mode operation.
Trap Version	Indicates the SNMP trap supported version. Possible versions are: SNMP v1: Set SNMP trap supported version 1. SNMP v2c: Set SNMP trap supported version 2c. SNMP v3: Set SNMP trap supported version 3.
Trap Community	Indicates the community access string when send SNMP trap packet. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 33 to 126.
Trap Destination Address	Indicates the SNMP trap destination address. Trap Destination IPv6 Address
Trap Destination IPv6 Address	Provide the trap destination IPv6 address of this switch. IPv6 address is in 128-bit records represented as eight fields of up to four hexadecimal digits with a colon separates each field (:). For example, 'fe80:215:c5ff:fe03:4dc7'. The symbol '::' is a special syntax that can be used as a shorthand way of representing multiple 16-bit groups of contiguous zeros; but it can only appear once. It also used a following legally IPv4 address. For example, '::192.1.2.34'.
Trap Authentication Failure	Indicates the SNMP entity is permitted to generate authentication failure traps. Possible modes are: Enabled: Enable SNMP trap authentication failure. Disabled: Disable SNMP trap authentication failure.
Trap Link-up and Link-down	Indicates the SNMP trap link-up and link-down mode operation. Possible modes are: Enabled: Enable SNMP trap link-up and link-down mode operation. Disabled: Disable SNMP trap link-up and link-down mode operation.
Trap Inform Mode	EIndicates the SNMP trap inform mode operation. Possible modes are: Enabled: Enable SNMP trap inform mode operation. Disabled: Disable SNMP trap inform mode operation.
Trap Inform Timeout(seconds)	Indicates the SNMP trap inform timeout. The allowed range is 0 to) 2147.
Trap Inform Retry Times	Indicates the SNMP trap inform retry times. The allowed range is 0 to 255.

Trap Probe Security Engine ID	Indicates the SNMP trap probe security engine ID mode of operation. Possible values are: Enabled: Enable SNMP trap probe security engine ID mode of operation. Disabled: Disable SNMP trap probe security engine ID mode of operation.
Trap Security Engine ID	Indicates the SNMP trap security engine ID. SNMPv3 sends traps and informs using USM for authentication and privacy. A unique engine ID for these traps and informs is needed. When "Trap Probe Security Engine ID" is enabled, the ID will be probed automatically. Otherwise, the ID specified in this field is used. The string must contain an even number between 10 and 64 hexadecimal digits, but all-zeros and all-'F's are not allowed.
Trap Security Name	Indicates the SNMP trap security name. SNMPv3 traps and informs using USM for authentication and privacy. A unique security name is needed when traps and informs are enabled.

SNMP-Communities

Configure SNMPv3 community's table on this page. The entry index key is Community.

Delete	Community	Source IP	Source Mask
	public	0.0.0.0	0.0.0.0
	private	0.0.0.0	0.0.0.0

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Community	Indicates the community access string to permit access to SNMPv3 agent. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Source IP	Indicates the SNMP access source address.
Source Mask	Indicates the SNMP access source address mask.

SNMP-Users

Configure SNMPv3 users table on this page. The entry index keys are Engine ID and User Name.



Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Engine ID	An octet string identifying the engine ID that this entry should belong to. The string must contain an even number between 10 and 64 hexadecimal digits, but all-zeros and all-'F's are not allowed. The SNMPv3 architecture uses the User-based Security Model (USM) for message security and the View-based Access Control Model (VACM) for access control. For the USM entry, the usmUserEngineID and usmUserName are the entry's keys. In a simple agent, usmUserEngineID is always that agent's own snmpEngineID value. The value can also take the value of the snmpEngineID of a remote SNMP engine with which this user can communicate. In othe words, if user engine ID equal system engine ID then it is local user; otherwize it's remote user.
User Name	A string identifying the user name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Security Level	Indicates the security model that this entry should belong to. Possible security models are: NoAuth, NoPriv: None authentication and none privacy. Auth, NoPriv: Authentication and none privacy. Auth, Priv: Authentication and privacy. The value of security level cannot be modified if entry already exists. That means must first ensure that the value is set correctly.
Authentication Protocol	Indicates the authentication protocol that this entry should belong to. Possible authentication protocols are: None: None authentication protocol. MD5: An optional flag to indicate that this user using MD5 authentication protocol. SHA: An optional flag to indicate that this user using SHA authentication protocol. The value of security level cannot be modified if entry already exists. That means must first ensure that the value is set correctly.
Authentication Password	A string identifying the authentication pass phrase. For MD5 authentication protocol, the allowed string length is 8 to 32. For SHA authentication protocol, the allowed string length is 8 to 40. The allowed content is the ASCII characters from 33 to 126.
Privacy Protocol	Indicates the privacy protocol that this entry should belong to. Possible privacy protocols are: None: None privacy protocol. DES: An optional flag to indicate that this user using DES authentication protocol.
Privacy Password	A string identifying the privacy pass phrase. The allowed string length is 8 to 32, and the allowed content is the ASCII characters from 33 to 126.

SNMP-Groups

Configure SNMPv3 groups table on this page. The entry index keys are Security Model and Security Name.



Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Security Model	Indicates the security model that this entry should belong to. Possible security models are: v1: Reserved for SNMPv1. v2c: Reserved for SNMPv2c. usm: User-based Security Model (USM).
Security Name	A string identifying the security name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Group Name	A string identifying the group name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.

SNMP-Views

Configure SNMPv3 views table on this page. The entry index keys are View Name and OID Subtree.



Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
View Name	A string identifying the view name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
View Type	Indicates the view type that this entry should belong to. Possible view types are: included: An optional flag to indicate that this view subtree should be included. excluded: An optional flag to indicate that this view subtree should be excluded. General, if a view entry's view type is 'excluded', it should be exist another view entry which view type is 'included' and it's OID subtree overstep the 'excluded' view entry.
OID Subtree	The OID defining the root of the subtree to add to the named view. The allowed OID length is 1 to 128. The allowed string content is digital number or asterisk(*).

SNMP-Accesses

Configure SNMPv3 accesses table on this page. The entry index keys are Group Name, Security Model and Security Level.



Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Group Name	A string identifying the group name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Security Model	Indicates the security model that this entry should belong to. Possible security models are: any: Accepted any security model (v1 v2c usm). v1: Reserved for SNMPv1. v2c: Reserved for SNMPv2c. usm: User-based Security Model (USM).
Security Level	Indicates the security model that this entry should belong to. Possible security models are: NoAuth, NoPriv: None authentication and none privacy. Auth, NoPriv: Authentication and none privacy. Auth, Priv: Authentication and privacy.
Read View Name	The name of the MIB view defining the MIB objects for which this request may request the current values. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Write View Name	The name of the MIB view defining the MIB objects for which this request may potentially SET new values. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.

Traffic Prioritization

Port Configuration

This page allows you to configure QoS settings for each port.

Frames can be classified by 4 different QoS classes: Low, Normal, Medium, and High.

The classification is controlled by a QCL that is assigned to each port.

A QCL consists of an ordered list of up to 12 QCEs.

Each QCE can be used to classify certain frames to a specific QoS class.

This classification can be based on parameters such as VLAN ID, UDP/TCP port, IPv4/IPv6 DSCP or Tag Priority.

Frames not matching any of the QCEs are classified to the default QoS class for the port.

Port QoS Configuration

Ingress Configuration						Egress Configuration						
Port	100000000000000000000000000000000000000	70207070		702372		CL	Tag	Queuing	Queue Weighted			
Port	Class		#		Priority	Mode	Low	Normal	Medium	High		
1	Low		1		0 -	Strict Priority -	1 -	2 *	4 =	8 =		
2	Low		1		0 -	Strict Priority -	1 =	2 ~	4 =	8 =		
3	Low	*	1		0 -	Strict Priority -	1 -	2 1	1 -	8		
4	Low		1		0 -	Strict Priority -	1 =	2 +	4 =	8 =		
5	Low	1	1	*	0 -	Strict Priority	11 11	2.3	75 ==	8 +		
6	Low	•	1		0 -	Strict Priority -	1 -	2 4	4 =	B.		
7	Low	*	1	•	0 -	Strict Priority -	1 -	2 1	4 =	B =		
8	Low		1		0 -	Strict Priority -	1 -	2 +	4 -	8 =		
9	Low		1.		0 -	Strict Priority -	1 -	2 +	4 +	8 =		
10	Low		1	-	0 -	Strict Priority -	1 =	2 +	4 +	8 -		
11	Low		1	-	0 -	Strict Priority -	1 7	2 +	4 +	81+		
12	Low		1	-	0 -	Strict Priority -	1 -	2+	4 =	8 -		

Port QoS Configuration

Label	Description
Port	A check box is provided for each port of a private VLAN. When checked, port isolation is enabled for that port. When unchecked, port isolation is disabled for that port. By default, port isolation is disabled for all ports.
Default Class	Configure the default QoS class for the port, that is, the QoS class for frames not matching any of the QCEs in the QCL.
QCL#	Select which QCL to use for the port.
Tag Priority	Select the default tag priority for this port when adding a Tag to the untagged frames.
Queuing Mode	Select which Queuing mode for this port.
Queue Weighted	Setting Queue weighted (Low=Normal, Medium=High) if the "Queuing Mode" is "Weighted".

QoS Control List

This page lists the QCEs for a given QCL.

Frames can be classified by 4 different QoS classes: Low, Normal, Medium, and High.

The classification is controlled by a QoS assigned to each port.

A QCL consists of an ordered list of up to 12 QCEs.

Each QCE can be used to classify certain frames to a specific QoS class.

This classification can be based on parameters such as VLAN ID, UDP/TCP port, IPv4/IPv6 DSCP or Tag Priority. Frames not matching any of the QCEs are classified to the default QoS Class for the port.



Label	Description
QCL#	Select a QCL to display a table that lists all the QCEs for that particular QCL.
QCE Type	Specifies which frame field the QCE processes to determine the QoS class of the frame. The following QCE types are supported: Ethernet Type: The Ethernet Type field. If frame is tagged, this is the Ethernet Type that follows the tag header. VLAN ID: VLAN ID. Only applicable if the frame is VLAN tagged. TCP/UDP Port: IPv4 TCP/UDP source/destination port. DSCP: IPv4 and IPv6 DSCP. ToS: The 3 precedence bit in the ToS byte of the IPv4/IPv6 header (also known as DS field). Tag Priority: User Priority. Only applicable if the frame is VLAN tagged or priority tagged.
Type Value	Indicates the value according to its QCE type. Ethernet Type: The field shows the Ethernet Type value. VLAN ID: The field shows the VLAN ID. TCP/UDP Port: The field shows the TCP/UDP port range. DSCP: The field shows the IPv4/IPv6 DSCP value.
Traffic Class	The QoS class associated with the QCE.
Modification Buttons	You can modify each QCE in the table using the following buttons: +: Inserts a new QCE before the current row. e: Edits the QCE. /\: Moves the QCE up the list. \//: Moves the QCE down the list. X: Deletes the QCE. +: The lowest plus sign adds a new entry at the bottom of the list of QCL.

Storm Control

Storm control for the switch is configured on this page.



There is a unicast storm rate control, multicast storm rate control, and a broadcast storm rate control. These only affect flooded frames, i.e. frames with a (VLAN ID, DMAC) pair not present on the MAC Address table.

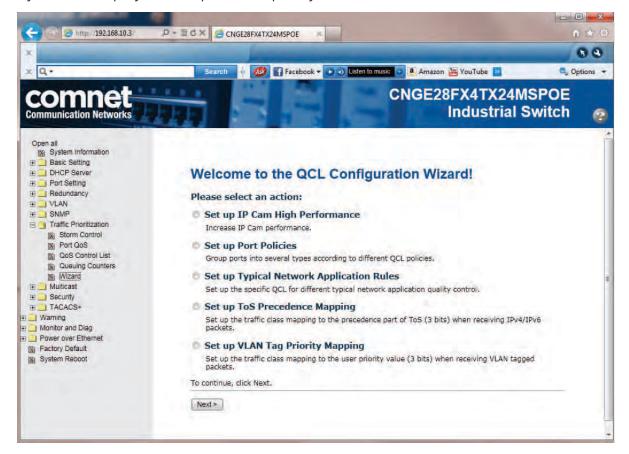
The rate is 2ⁿ, where n is equal to or less than 15, or "No Limit". The unit of the rate can be either PPS (packets per second) or KPPS (kilopackets per second). The configuration indicates the permitted packet rate for unicast, multicast, or broadcast traffic across the switch.

(Note: Frames, which are sent to the CPU of the switch are always limited to approximately 4 KPPS. For example, broadcasts in the management VLAN are limited to this rate. The management VLAN is configured on the IP setup page.)

Label	Description
Frame Type	The settings in a particular row apply to the frame type listed here: unicast, multicast, or broadcast.
Status	Enable or disable the storm control status for the given frame type.
Rate	The rate unit is packet per second (pps), configure the rate as 1, 2, 4, 8, 16, 32, 64, 128, 256, 512, 1K, 2K, 4K, 8K, 16K, 32K, 64K, 128K, 256K, 512K, or 1024K. The 1 kpps is actually 1002.1 pps.

Wizard

This handy wizard helps you set up a QCL quickly.



Label	Description
Set up	
Port Policies	Group ports into several types according to different QCL policies.
Set up Typical Network Application Rules	Set up the specific QCL for different typical network application quality control.
Set up ToS Precedence Mapping	Set up the traffic class mapping to the precedence part of ToS (3 bits) when receiving IPv4/IPv6 packets.
Set up VLAN Tag Priority Mapping	Set up the traffic class mapping to the User Priority value (3 bits) when receiving VLAN tagged packets.

Multicast

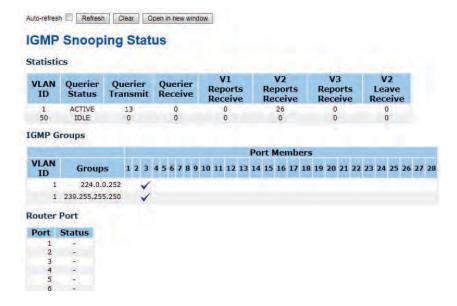
IGMP Snooping

This page provides IGMP Snooping related configuration.

IGMP Snooping Configuration Global Configuration Snooping Enabled Unregistered IPMC Flooding enabled VLAN ID Snooping Enabled IGMP Querier 7 V **Port Related Configuration** Port Router Port Fast Leave 2 6 8

Label	Description
Snooping Enabled	Enable the Global IGMP Snooping.
Unregistered IPMC Flooding enabled	Enable unregistered IPMC traffic flooding.
VLAN ID	The VLAN ID of the entry.
IGMP Snooping Enabled	Enable the per-VLAN IGMP Snooping.
IGMP Querier	Enable the IGMP Querier in the VLAN. The Querier will send out if no Querier received in 255 seconds after IGMP Querier Enabled. Each Querier's interval is 125 second, and it will stop act as an IGMP Querier if received any Querier from other devices.
Router Port	Specify which ports act as router ports. A router port is a port on the Ethernet switch that leads towards the Layer 3 multicast device or IGMP querier. If an aggregation member port is selected as a router port, the whole aggregation will act as a router port.
Fast Leave	Enable the fast leave on the port.

IGMP Snooping Status



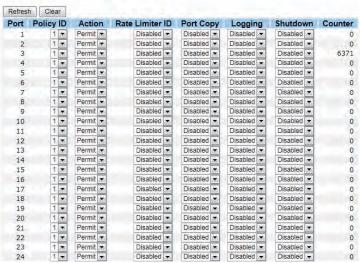
Label	Description	
VLAN ID	The VLAN ID of the entry.	
Groups	The present IGMP groups. Max. are 128 groups for each VLAN.	
Port Members	The ports that are members of the entry.	
Querier Status	Show the Querier status is "ACTIVE" or "IDLE".	
Querier Receive	The number of Transmitted Querier.	
V1 Reports Receive	The number of Received V1 Reports.	
V2 Reports Receive	The number of Received V2 Reports.	
V3 Reports Receive	The number of Received V3 Reports.	
V2 Leave Receive The number of Received V2 Leave.		
Refresh	Select to refresh the page immediately.	
Clear	Clears all Statistics counters.	
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.	

Security

ACL

Configure the ACL parameters (ACE) of each switch port. These parameters will affect frames received on a port unless the frame matches a specific ACE.

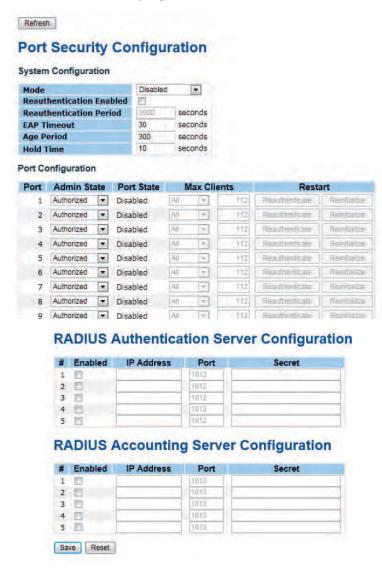
ACL Ports Configuration



Label	Description
Port	The logical port for the settings contained in the same row.
Policy ID	Select the policy to apply to this port. The allowed values are 1 through 8. The default value is 1.
Action	Select whether forwarding is permitted ("Permit") or denied ("Deny"). The default value is "Permit".
Rate Limiter ID	Select which rate limiter to apply to this port. The allowed values are Disabled or the values 1 through 15. The default value is "Disabled".
Port Copy	Select which port frames are copied to. The allowed values are Disabled or a specific port number. The default value is "Disabled".
Logging	Specify the logging operation of this port. The allowed values are: Enabled: Frames received on the port are stored in the System Log. Disabled: Frames received on the port are not logged. The default value is "Disabled". Please note that the System Log memory size and logging rate is limited.
Shutdown	Specify the port shut down operation of this port. The allowed values are: Enabled: If a frame is received on the port, the port will be disabled. Disabled: Port shut down is disabled. The default value is "Disabled".
Counter	Counts the number of frames that match this ACE.

802.1x

This page allows you to configure how an administrator is authenticated when he logs into the switch-stack via TELNET, SSH or the web pages.



Client Configuration

The table has one row for each Client and a number of columns, which are:

Label	Description
Client	The Client for which the configuration below applies.
Authentication Method	Authentication Method can be set to one of the following values: none: authentication is disabled and login is not possible. local: use the local user database on the switch stack for authentication. radius: use a remote RADIUS server for authentication. tacacs+: use a remote TACACS+ server for authentication.
Fallback	Enable fallback to local authentication by checking this box. If none of the configured authentication servers are alive, the local user database is used for authentication. This is only possible if the Authentication Method is set to something else than 'none or 'local'.
Save	Select to save changes.
Reset	Select to undo any changes made locally and revert to previously saved values.

Common Server Configuration

These setting are common for all of the Authentication Servers.

Label	Description
Timeout	The Timeout, which can be set to a number between 3 and 3600 seconds, is the maximum time to wait for a reply from a server. If the server does not reply within this timeframe, we will consider it to be dead and continue with the next enabled server (if any).
	RADIUS servers are using the UDP protocol, which is unreliable by design. In order to cope with lost frames, the timeout interval is divided into 3 subintervals of equal length. If a reply is not received within the subinterval, the request is transmitted again. This algorithm causes the RADIUS server to be queried up to 3 times before it is considered to be dead.
Dead Time	The Dead Time, which can be set to a number between 0 and 3600 seconds, is the period during which the switch will not send new requests to a server that has failed to respond to a previous request. This will stop the switch from continually trying to contact a server that it has already determined as dead. Setting the Dead Time to a value greater than 0 (zero) will enable this feature, but only if more than one server has been configured.

RADIUS Authentication Server Configuration

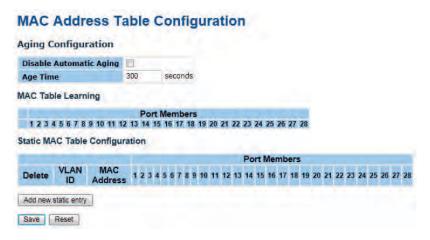
The table has one row for each RADIUS Authentication Server and a number of columns, which are:

Label	Description
#	The RADIUS Authentication Server number for which the configuration below applies.
Enable	Enable the RADIUS Authentication Server by checking this box.
IP Address	Enable fallback to local authentication by checking this box. If none of the configured authentication servers are alive, the local user database is used for authentication. This is only possible if the Authentication Method is set to something else than 'none or 'local'.
Port	The UDP port to use on the RADIUS Authentication Server. If the port is set to 0 (zero), the default port (1812) is used on the RADIUS Authentication Server.
Secret	The secret - up to 29 characters long - shared between the RADIUS Accounting Server and the switch-stack.

Monitor and Diag

MAC Table

The MAC Address Table is configured on this page. Set timeouts for entries in the dynamic MAC Table and configure the static MAC table here.



Aging Configuration

By default, dynamic entries are removed from the MAC table after 300 seconds. This removal is also called aging.

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Configure aging time by entering a value here in seconds; for example, Age time seconds.

The allowed range is 10 to 1000000 seconds.

Disable the automatic aging of dynamic entries by checking Disable automatic aging.

MAC Table Learning

If the learning mode for a given port is grayed out, another module is in control of the mode, so that the user cannot change it. An example of such a module is the MAC-Based Authentication under 802.1X.

Each port can do learning based upon the following settings:



Label	Description
Auto	Learning is done automatically as soon as a frame with unknown SMAC is received.
Disable	No learning is done.
Secure	Only static MAC entries are learned, all other frames are dropped. Note: Make sure that the link used for managing the switch is added to the Static Mac Table before changing to secure learning mode, otherwise the management link is lost and can only be restored by using another non-secure port or by connecting to the switch via the serial interface.

Static MAC Table Configuration

The static entries in the MAC table are shown in this table. The static MAC table can contain 64 entries.

The maximum of 64 entries is for the whole stack, and not per switch.

The MAC table is sorted first by VLAN ID and then by MAC address.

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
VLAN ID	The VLAN ID for the entry.
MAC Address	The MAC address for the entry.
Port Members	Checkmarks indicate which ports are members of the entry. Check or uncheck as needed to modify the entry.
Adding a New Static Entry	Select Add new static entry to add a new entry to the static MAC table. Specify the VLAN ID, MAC address, and port members for the new entry. Select Save.

Mirror

Configure port Mirror on this page.

To debug network problems, selected traffic can be copied, or mirrored, to a mirror port where a frame analyzer can be attached to analyze the frame flow.

The traffic to be copied to the mirror port is selected as follows:

All frames received on a given port (also known as ingress or source Mirror).

All frames transmitted on a given port (also known as egress or destination Mirror).

Port to mirror also known as the mirror port. Frames from ports that have either source (RX) or destination (TX) Mirror enabled are mirrored to this port. Disabled disables Mirror.



Label	Description
Port	The logical port for the settings contained in the same row.
Mode	Select mirror mode. Rx only: Frames received at this port are mirrored to the mirror port. Frames transmitted are not mirrored. TX only: Frames transmitted from this port are mirrored to the mirror port. Frames received are not mirrored. Disabled: Neither frames transmitted nor frames received are mirrored. Enabled: Frames received and frames transmitted are mirrored to the mirror port.
	Note: For a given port, a frame is only transmitted once. It is therefore not possible to mirror TX frames for the mirror port. Because of this, mode for the selected mirror port is limited to Disabled or Rx only.

System Log Information

The switch system log information is provided here.



Label	Description
ID	The ID (\geq 1) of the system log entry.
Level	The level of the system log entry. The following level types are supported: Info: Information level of the system log. Warning: Warning level of the system log. Error: Error level of the system log. All: All levels.
Time	The time of the system log entry.
Message	The MAC Address of this switch.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.
Refresh	Updates the system log entries, starting from the current entry ID.
Clear	Flushes all system log entries.
<<	Updates the system log entries, starting from the first available entry ID.
<<	Updates the system log entries, ending at the last entry currently displayed.
>>	Updates the system log entries, starting from the last entry currently displayed.
>>	Updates the system log entries, ending at the last available entry ID.

Detailed Log

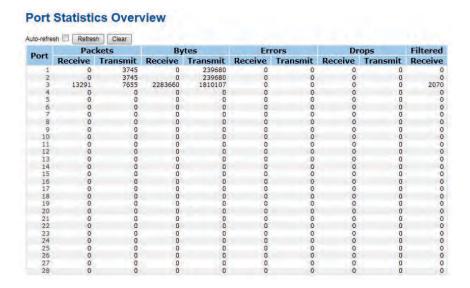
The switch system detailed log information is provided here.



Label	Description
ID	The ID (\geq 1) of the system log entry.
Message	The detailed messages of the system log entry.
Refresh	Updates the system log entries, starting from the current entry ID.
Clear	Flushes all system log entries.
<<	Updates the system log entries, starting from the first available entry ID.
<<	Updates the system log entries, ending at the last entry currently displayed.
>>	Updates the system log entries, starting from the last entry currently displayed.
>>	Updates the system log entries, ending at the last available entry ID.

Traffic Overview

This page provides an overview of general traffic statistics for all switch ports.

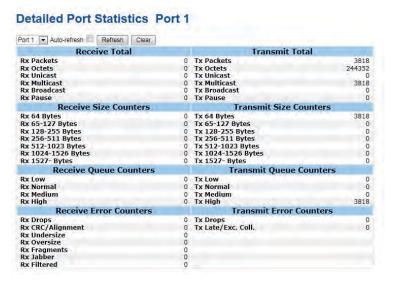


Label	Description
Port	The logical port for the settings contained in the same row.
Packets	The number of received and transmitted packets per port.
Bytes	The number of received and transmitted bytes per port.
Errors	The number of frames received in error and the number of incomplete transmissions per port.
Drops	The number of frames discarded due to ingress or egress congestion.
Filtered	The number of received frames filtered by the forwarding process.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.
Refresh	Updates the counters entries, starting from the current entry ID.
Clear	Flushes all counters entries.

Detailed Statistics

This page provides detailed traffic statistics for a specific switch port. Use the port select box to select which switch port details to display.

The displayed counters are the totals for receive and transmit, the size counters for receive and transmit, and the error counters for receive and transmit.



Detailed Statistics-Receive & Transmit Total

Description
he number of received and transmitted (good and bad) packets.
he number of received and transmitted (good and bad) bytes. ncludes FCS, but excludes framing bits.
he number of received and transmitted (good and bad) unicast packets.
he number of received and transmitted (good and bad) multicast packets.
he number of received and transmitted (good and bad) broadcast packets.
count of the MAC Control frames received or transmitted on this port that have an opcode indicating a PAUSE operation.
he number of frames dropped due to lack of receive buffers or gress congestion.
he number of frames received with CRC or alignment errors.
he number of short 1 frames received with valid CRC.
he number of long 2 frames received with valid CRC.
he number of short 1 frames received with invalid CRC.
he number of long 2 frames received with invalid CRC.
he number of received frames filtered by the forwarding process.
he number of frames dropped due to output buffer congestion.

TX Late / Exc.Coll.The number of frames dropped due to excessive or late collisions.

Short frames are frames that are smaller than 64 bytes.

Long frames are frames that are longer than the configured maximum frame length for this port.

Ping

This page allows you to issue ICMP PING packets to troubleshoot IP connectivity issues.



After you press **Start**, 5 ICMP packets are transmitted, and the sequence number and roundtrip time are displayed upon reception of a reply. The page refreshes automatically until responses to all packets are received, or until a timeout occurs.

PING6 server::10.10.132.20

64 bytes from::10.10.132.20: icmp_seq=0, time=0ms

64 bytes from::10.10.132.20: icmp_seq=1, time=0ms

64 bytes from::10.10.132.20: icmp_seq=2, time=0ms

64 bytes from::10.10.132.20: icmp_seq=3, time=0ms

64 bytes from::10.10.132.20: icmp_seq=4, time=0ms

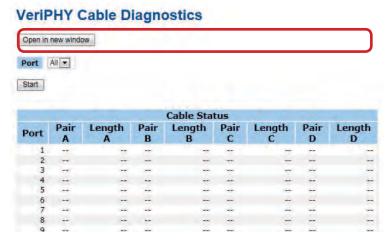
Sent 5 packets, received 5 OK, 0 bad

You can configure the following properties of the issued ICMP packets:

Label	Description
IP Address	The destination IP Address.
Ping Size	The payload size of the ICMP packet. Values range from 8 bytes to 1400 bytes.

Cable Diagnostics

This page is used for running the VeriPHY Cable Diagnostics.



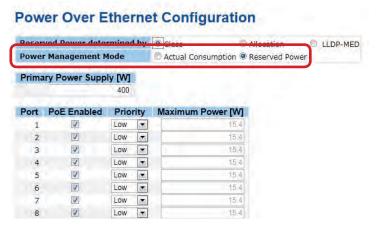
Press **Start** to run the diagnostics. This will take approximately 5 seconds. If all ports are selected, this can take approximately 15 seconds. When completed, the page refreshes automatically, and you can view the cable diagnostics results in the cable status table. Note that VeriPHY is only accurate for cables of length 7 - 140 meters.

10 and 100 Mbps ports will be linked down while running VeriPHY. Therefore, running VeriPHY on a 10 or 100 Mbps management port will cause the switch to stop responding until VeriPHY is complete.

Label	Description
Port	The port where you are requesting VeriPHY Cable Diagnostics.
Cable Status	Port: Port number. Pair: The status of the cable pair. Length: The length (in meters) of the cable pair.

Power over Ethernet (PoE)

PoE Configuration - Reserved Power determined



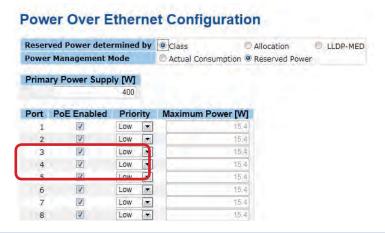
There are three modes for configuring how the ports/PDs may reserve power.

Label	Description
Allocated mode	In this mode the user allocates the amount of power that each port may reserve. The allocated/reserved power for each port/PD is specified in the Maximum Power fields.
Class mode	In this mode each port automatic determines how much power to reserve according to the class the connected PD belongs to, and reserves the power accordingly. Three different port classes exist and one for 4, 7 and 15.4 Watts. (In this mode the Maximum Power fields have no effect.)
LLDP-MED mode	This mode is similar to the Class mode expect that each port determine the amount power it reserves by exchanging PoE information using the LLDP protocol and reserves power accordingly. If no LLDP information is available for a port, the port will reserve power using the class mode.(In this mode the Maximum Power fields have no effect)

For all modes: If a port uses more power than the reserved power for the port, the port is shut down.

PoE Configuration - Power management Mode

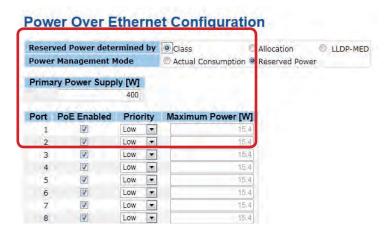
There are 2 modes for configuring when to the ports is shut down.



Label	Description
Actual Consumption	In this mode the ports are shut down when the actual power consumption for all ports exceeds the amount of power that the power supply can deliver or if the actual power consumption for a given port exceeds the reserved power for that port. The ports are shut down according to the ports priority. If two ports have the same priority the port with the highest port number is shut down.
Reserved Power	In this mode the ports are shut down when total reserved powered exceeds the amount of power that the power supply can deliver. In this mode the port power is not turned on if the PD requests more power the available.

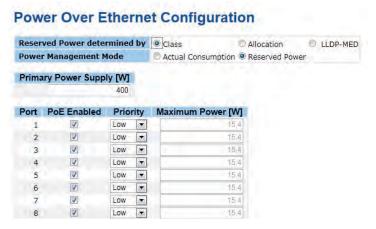
PoE Configuration - Primary/backup Power Supply

PoE can have two power supplies. One is used as primary power source, and one as backup power source. In case that the primary power source fails the backup power source will take over. For being able to determine the amount of power the PD may use, it must be defined what amount of power the primary and backup power sources can deliver. For the CNGE28FX4TX24MSPOE+, a built-in 1000W power supply can guarantee the power for each port.



PoE Configuration - Port Configuration

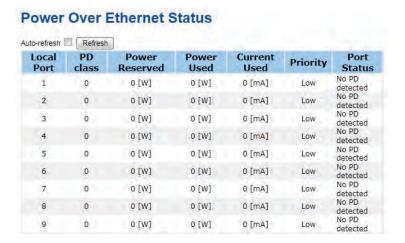
User can configure every port's PoE Setting



Label	Description
PoE Enable	The PoE Enabled represents whether the PoE is enable for the port.
Priority	The Priority represents the ports priority. There are three levels of power priority named Low, High and Critical. The priority is used in the case where the remote devices require more power than the power supply can deliver. In this case the port with the lowest priority will turn off starting from the port with the lowest port number.
Maximum Power	The Maximum Power value contains a numerical value that indicates the maximum power in watts that can be delivered to a remote device.
Save	Select to save changes.
Reset	Select to undo any changes made locally and revert to previously saved values.

Power over Ethernet Status

This page allows the user to inspect the current status for all PoE ports.



Label	Description
Local Port	This is the logical port number for this row.
Power Reserved	The Power Reserved shows how much the power the PD has reserved.
Power Used	The Power Used shows how much power the PD currently is using.
Current Used	The Power Used shows how much current the PD currently is using. POE ports
Priority	The Priority shows the port's priority configured by the user.
Port Status	The Port Status shows the port's status.

LLDP Power Over Ethernet Neighbor

This page provides a status overview for all LLDP PoE neighbors. The displayed table contains a row for each port on which an LLDP PoE neighbor is detected. The columns hold the following information:

LLDP Neighbor Power Over Ethernet Information



Label	Description
Local Port	The port for this switch on which the LLDP frame was received.
Power Type	The Type represents whether the device is a Power Sourcing Entity (PSE) or Power Device (PD). If the Type is unknown it is represented as "Reserved".
Power Source	The Source represents the power source being utilized by a PSE or PD device. If the device is a PSE device it can either run on its Primary Power Source or its Backup Power Source. If it is unknown whether the PSE device is using its Primary Power Source or its Backup Power Source it is indicated as "Unknown" If the device is a PD device it can either run on its local power supply or it can use the PSE as power source. It can also use both its local power supply and the PSE. If it is unknown what power supply the PD device is using it is indicated as "Unknown"
Power Priority	The Power Used shows how much current the PD currently is using. POE ports
Power Priority	Power Priority represents the priority of the PD device, or the power priority associated with the PSE type device's port that is sourcing the power. There are three levels of power priority. The three levels are: Critical, High and Low. If the power priority is unknown it is indicated as "Unknown"
Maximum Power	The Power Value contains a numerical value that indicates the maximum power in watts required by a PD device from a PSE device, or the minimum power a PSE device is capable of sourcing over a maximum length cable based on its current configuration. If the device indicates value higher than maximum allowed value, it is represented as "reserved"
Refresh	Select to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

Factory Defaults

You can reset the configuration of the stack switch on this page. Only the IP configuration is retained.



Label	Description
Yes	Select to reset the configuration to Factory Defaults.
No	Select to return to the Port State page without resetting the configuration

System Reboot

You can reset the stack switch on this page. After reset, the system will boot normally as if you had powered-on the devices



Label	Description
Yes	Select to reboot device.
No	Select to return to the Port State page without rebooting.

Command Line Interface Management

About CLI Management

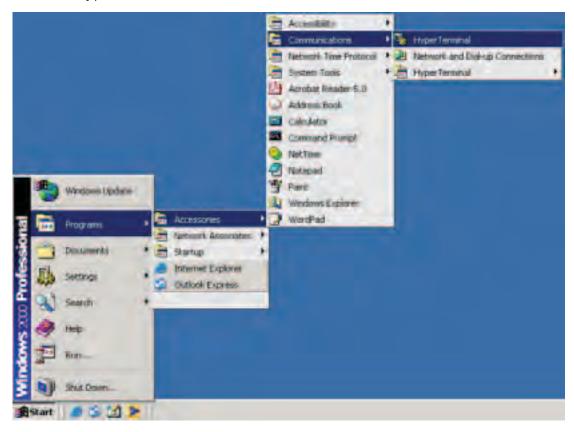
Besides WEB-based management, the CNGE28FX4TX24MSPOE+ also support CLI management. You can use console or telnet to management switch by CLI.

CLI Management by RS-232 Serial Console (115200, 8, none, 1, none)

Before Configuring by RS-232 serial console, use an DB-9-M to DB-9-F cable to connect the switches' RS-232 Console port to your PC COM port.

Follow the steps below to access the console via RS-232 serial cable.

Step 1. From the Windows desktop, Select on Start -> Programs -> Accessories -> Communications -> Hyper Terminal



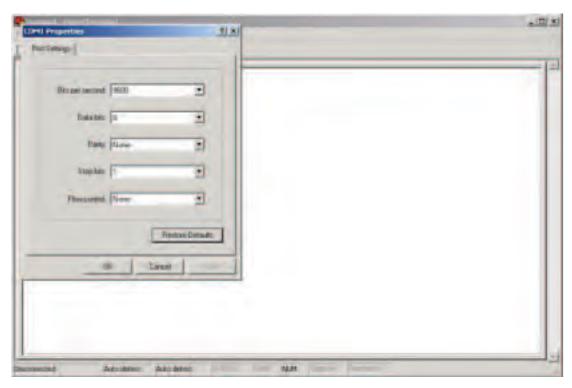
Step 2. Input a name for new connection



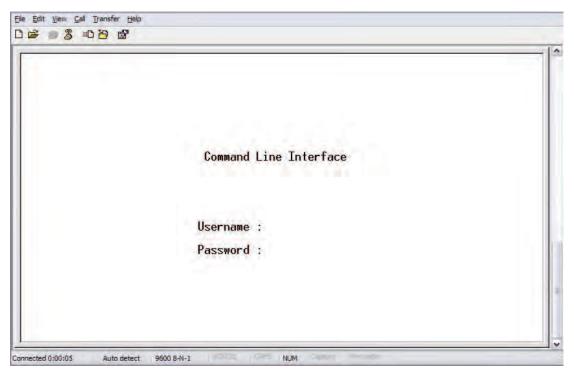
Step 3. Select to use COM port number



Step 4. The COM port properties setting, 115200 for baud rate, 8 for Data bits, None for Parity, 1 for Stop bits and none for Flow control.



Step 5. The Console login screen will appear. Use the keyboard to enter the Username and Password (The same with the password for Web Browser), and then press **Enter**.



CLI Management by Telnet

Users can use "TELNET" to configure the switches.

The default value is as below:

IP Address: 192.168.10.1

Subnet Mask: 255.255.255.0

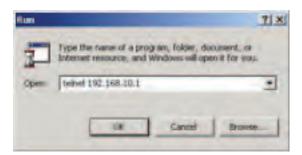
Default Gateway: 192.168.10.254

User Name: admin

Password: admin

Follow the steps below to access the console via Telnet.

Step 1. Telnet to the IP address of the switch from the Windows "Run" command (or from the MS-DOS prompt) as below.



Step 2. The Login screen will appear. Use the keyboard to enter the Username and Password (The same with the password for Web Browser), and then press **Enter**



Commander Groups

```
Command Groups:
          : System settings and reset options
System
          : Syslog Server Configuration
Syslog
ΙP
          : IP configuration and Ping
Auth
          : Authentication
Port
          : Port management
          : Link Aggregation
Aggr
LACP
          : Link Aggregation Control Protocol
STP
          : Spanning Tree Protocol
Dot1x
          : IEEE 802.1X port authentication
I GMP
          : Internet Group Management Protocol snooping
LLDP
          : Link Layer Discovery Protocol
MAC
          : MAC address table
ULAN
          : Virtual LAN
PULAN
          : Private ULAN
QoS
          : Quality of Service
ACL
          : Access Control List
Mirror
          : Port mirroring
Config
          : Load/Save of configuration via TFTP
SHMP
          : Simple Network Management Protocol
          : Download of firmware via TFTP
Firmware
Fault
          : Fault Alarm Configuration
```

System

System>	Configuration [all] [<port_list>]</port_list>
	Reboot
	Restore Default [keep_ip]
	Contact [<contact>]</contact>
	Name [<name>]</name>
	Location [<location>]</location>
	Description [<description>]</description>
	Password <password></password>
	Username [<username>]</username>
	Timezone [<offset>]</offset>
	Log [<log_id>] [all info warning error] [clear]</log_id>

Syslog

|--|

ΙP

IP>	Configuration
	DHCP [enable disable]
	Setup [<ip_addr>] [<ip_mask>] [<ip_router>] [<vid>]</vid></ip_router></ip_mask></ip_addr>
	Ping <ip_addr_string> [<ping_length>]</ping_length></ip_addr_string>
	SNTP [<ip_addr_string>]</ip_addr_string>

Auth

Auth>	Configuration Timeout [<timeout>]</timeout>
	Deadtime [<dead_time>]</dead_time>
	RADIUS [<server_index>] [enable disable] [<ip_addr_string>] [<secret>] [<server_port>]</server_port></secret></ip_addr_string></server_index>
	ACCT_RADIUS [<server_index>] [enable disable] [<ip_addr_string>]</ip_addr_string></server_index>
	[<secret>] [<server_port>]</server_port></secret>
	Client [console telnet ssh web] [none local radius] [enable disable]
	Statistics [<server_index>]</server_index>

Port

Port>	Configuration [<port_list>] State [<port_list>] [enable disable] Mode [<port_list>] [10hdx 10fdx 100hdx 100fdx 1000fdx auto] Flow Control [<port_list>] [enable disable] MaxFrame [<port_list>] [<max_frame>] Power [<port_list>] [enable disable actiphy dynamic] Excessive [<port_list>] [discard restart] Statistics [<port_list>] [<command/>] VeriPHY [<port_list>]</port_list></port_list></port_list></port_list></max_frame></port_list></port_list></port_list></port_list></port_list>
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Aggr

Aggr> Configuration

Add <port_list> [<aggr_id>]

Delete <aggr_id> Lookup [<aggr_id>]

Mode [smac|dmac|ip|port] [enable|disable]

LACP

LACP> Configuration [<port_list>]

Mode [<port_list>] [enable|disable]

Key [<port_list>] [<key>]

Role [<port_list>] [active|passive]

Status [<port_list>]

Statistics [<port_list>] [clear]

STP

STP>	Configuration Version [<stp_version>] Non-certified release, v TXhold [<holdcount>]lt 15:15:15, Dec 6 2007 MaxAge [<max_age>] FwdDelay [<delay>] bpduFilter [enable disable] bpduGuard [enable disable] recovery [<timeout>] CName [<config-name>] [<integer>] Status [<msti>>] [<port_list>] Msti Priority [<msti>>] [clear] Msti Add <msti>> vid> Port Configuration [<port_list>] Port Mode [<port_list>] [enable disable] Port Edge [<port_list>] [enable disable] Port P2P [<port_list>] [enable disable] Port RestrictedRole [<port_list>] [enable disable] Port RestrictedTcn [<port_list>] [enable disable] Port Statistics [<port_list>] [enable disable] Port Statistics [<port_list>] [enable disable] Port Configuration [<port_list>] [enable disable] Port RestrictedTcn [<port_list>] [enable disable] Port Statistics [<port_list>] [enable disable] Port Configuration [<msti>>] [<port_list>] Msti Port Configuration [<msti>>] [<port_list>] Msti Port Priority [<msti>>] [<port_list>] [<port_list>]</port_list></port_list></msti></port_list></msti></port_list></msti></port_list></port_list></port_list></port_list></port_list></port_list></port_list></port_list></port_list></port_list></port_list></msti></msti></port_list></msti></integer></config-name></timeout></delay></max_age></holdcount></stp_version>
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Dot1x

Holdtime [<hold_time>]</hold_time>	Dot1x>	Configuration [<port_list>] Mode [enable disable] State [<port_list>] [macbased auto authorized unauthorized] Authenticate [<port_list>] [now] Reauthentication [enable disable] Period [<reauth_period>] Timeout [<eapol_timeout>] Statistics [<port_list>] [clear eapol radius] Clients [<port_list>] [all <client_cnt>] Agetime [<age_time>]</age_time></client_cnt></port_list></port_list></eapol_timeout></reauth_period></port_list></port_list></port_list>
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IGMP

LLDP

LLDP>
Configuration [<port_list>]
Mode [<port_list>] [enable|disable|rx|TX]
Optional_TLV [<port_list>][port_descr|sys_name|sys_descr|sys_
capa|mgmt_addr] [enable|disable]
Interval [<interval>]
Hold [<hold>]
Delay [<delay>]
Reinit [<reinit>]
Info [<port_list>] [clear]

MAC

MAC>	Configuration [<port_list>] Add <mac_addr> <port_list> [<vid>] Delete <mac_addr> [<vid>] Lookup <mac_addr> [<vid>] Agetime [<age_time>] Learning [<port_list>] [auto disable secure] Dump [<mac_max>] [<mac_addr>] [<vid>] Statistics [<port_list>] Flush</port_list></vid></mac_addr></mac_max></port_list></age_time></vid></mac_addr></vid></mac_addr></vid></port_list></mac_addr></port_list>	
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VLAN



PVLAN

PVLAN>	Configuration [<port_list>]</port_list>
	Add <pvlan_id> [<port_list>] Delete <pvlan_id></pvlan_id></port_list></pvlan_id>
	Lookup [<pvlan_id>]</pvlan_id>
	Isolate [<port_list>] [enable disable]</port_list>

QOS

Qo\$>	Configuration [<port_list>] Classes [<class>] Default [<port_list>] [<class>] Tagprio [<port_list>] [<tag_prio>] QCL Port [<port_list>] [<qc_id>] QCL Add [<qc_id>] [<qc_id>] [<qc_id_next>] (etype <etype>) (vid <vid>) (port <udp_tcp_port>) (tos <tos_list>) (tag_prio <tag_prio_list>) <class> QCL Delete <qcl_id> <qc_id>] QCL Lookup [<qcl_id>] [<qc_id>] Mode [<port_list>] [strict weighted] Weight [<port_list>] [sclass>] [<weight>] Rate Limiter [<port_list>] [enable disable] [<bit_rate>] Storm Unicast [enable disable] [<packet_rate>] Storm Broadcast [enable disable] [<packet_rate>]</packet_rate></packet_rate></bit_rate></port_list></weight></port_list></port_list></qc_id></qcl_id></qc_id></qcl_id></class></tag_prio_list></tos_list></udp_tcp_port></vid></etype></qc_id_next></qc_id></qc_id></qc_id></port_list></tag_prio></port_list></class></port_list></class></port_list>
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ACL

<pre>[<logging>] [<shutdown>] Policy [<port_list>] [<policy>] Rate [<rate_limiter_list>] [<packet_rate>] Add [<ace_id>] [<ace_id_next>] [switch (port <port>) (policy <policy>)] [<vid>] [<tag_prio>] [<dmac_type>] [(etype [<etype>] [<smac>] [<dmac>]) (arp [<sip>] [<dip>] [<srp_opcode>] [<arp_flags>]) (ip [<sip>] [<dip>] [<protocol>] [<ip_flags>]) (icmp [<sip>] [<dip>] [<icmp_type>] [<icmp_code>] [<ip_flags>]) (udp [<sip>] [<dip>] [<sport>] [<dport>] [<ip_flags>]) (tcp [<sip>] [<dip>] [<sport>] [<dport>] [<ip_flags>])]</ip_flags></dport></sport></dip></sip></ip_flags></dport></sport></dip></sip></ip_flags></icmp_code></icmp_type></dip></sip></ip_flags></protocol></dip></sip></arp_flags></srp_opcode></dip></sip></dmac></smac></etype></dmac_type></tag_prio></vid></policy></port></ace_id_next></ace_id></packet_rate></rate_limiter_list></policy></port_list></shutdown></logging></pre>	ACL>	Policy [<port_list>] [<policy>] Rate [<rate_limiter_list>] [<packet_rate>] Add [<ace_id>] [<ace_id_next>] [switch (port <port>) (policy <policy>)] [<vid>] [<tag_prio>] [<dmac_type>] [(etype [<etype>] [<smac>] [<dmac>]) (arp [<sip>] [<dip>] [<smac>] [<arp_opcode>] [<arp_flags>]) (ip [<sip>] [<dip>] [<protocol>] [<ip_flags>]) (icmp [<sip>] [<dip>] [<icmp_type>] [<icmp_code>] [<ip_flags>]) (udp [<sip>] [<dip>] [<sport>] [<dport>] [<ip_flags>]) (tcp [<sip>] [<dip>] [<sport>] [<dport>] [<ip_flags>]) (permit deny) [<rate_limiter>] [<port_copy>] [<logging>] [<shutdown>] Delete <ace_id> Lookup [<ace_id>]</ace_id></ace_id></shutdown></logging></port_copy></rate_limiter></ip_flags></dport></sport></dip></sip></ip_flags></dport></sport></dip></sip></ip_flags></icmp_code></icmp_type></dip></sip></ip_flags></protocol></dip></sip></arp_flags></arp_opcode></smac></dip></sip></dmac></smac></etype></dmac_type></tag_prio></vid></policy></port></ace_id_next></ace_id></packet_rate></rate_limiter_list></policy></port_list>
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Mirror

Mirror>	Configuration [<port_list>]</port_list>
	Port [<port> disable]</port>
	Mode [<port_list>] [enable disable rx TX]</port_list>

Config

Config>	Save <ip_server> <file_name></file_name></ip_server>
	Load <ip_server> <file_name> [check]</file_name></ip_server>

SNMP

SNMP>	Trap Inform Retry Times [<retries>] Trap Probe Security Engine ID [enable disable] Trap Security Engine ID [<engineid>] Trap Security Name [<security_name>] Engine ID [<engineid>] Community Add <community> [<ip_addr>] [<ip_mask>] Community Delete <index> Community Lookup [<index>] User Add <engineid> <user_name> [MD5 SHA] [<auth_password>] [DES] [<priv_password>] User Delete <index> User Changekey <engineid> <user_name> <auth_password> [<priv_password>] User Lookup [<index>] Group Add <security_model> <security_name> <group_name> Group Delete <index> Group Lookup [<index>] View Add <view_name> [included excluded] <oid_subtree> View Delete <index> View Lookup [<index>] Access Add <group_name> <security_model> <security_level> [<read_view_name>] [<write_view_name>] [<write_view_name>] [<mri>] [<mrite_view_name>] [<mrite_view_name>] [<mrite_view_name>] [<mrite_view_name>]</mrite_view_name></mrite_view_name></mrite_view_name></mrite_view_name></mri></write_view_name></write_view_name></read_view_name></security_level></security_model></group_name></index></index></oid_subtree></view_name></index></index></group_name></security_name></security_model></index></priv_password></auth_password></user_name></engineid></index></priv_password></auth_password></user_name></engineid></index></index></ip_mask></ip_addr></community></engineid></security_name></engineid></retries>
	Access Delete <index> Access Lookup [<index>]</index></index>

Firmware

|--|

fault

Fault>	Alarm PortLinkDown [<port_list>] [enable disable]</port_list>
	Alarm PowerFailure [pwr1 pwr2 pwr3] [enable disable]

Technical Specifications

Physical Ports	
10/100/1000 BASE-T(X) Ports in RJ45. Auto MDI/MDIX with PSE	24
1000BASE-X SFP Port	4
Technology	
Ethernet Standards	IEEE 802.3 for 10BASE-T, IEEE 802.3u for 100BASE-TX, IEEE 802.3ab for 1000BASE-T IEEE 802.z for 1000BASE-X IEEE 802.3x for Flow control IEEE 802.3ad for LACP (Link Aggregation Control Protocol) IEEE 802.1p for COS (Class of Service) IEEE 802.1Q for VLAN Tagging IEEE 802.1D for STP (Spanning Tree Protocol) IEEE 802.1w for RSTP (Rapid Spanning Tree Protocol) IEEE 802.1s for MSTP (Multiple Spanning tree Protocol) IEEE 802.1x for Authentication IEEE 802.1AB for LLDP (Link Layer Discovery Protocol) IEEE 802.3at PoE specification (up to 30 Watts per port for PSE)
MAC Table	8K
Priority Queues	4
Processing	Store-and-Forward
Switch Properties	Switching latency: 7 us Switching bandwidth: 56Gbps Max. Number of Available VLANs: 256 IGMP multicast groups: 128 for each VLAN Port rate limiting: User Define
Jumbo frame	Up to 9K Bytes
Security Features	IP Police security feature Enable/disable ports, MAC based port security Port based network access control (802.1x) VLAN (802.1Q) to segregate and secure network traffic Radius centralized password management SNMPv3 encrypted authentication and access security

Software Features	TOS/Diffserv supported Quality of Service (802.1p) for VLAN (802.1Q) with VLAN ta IGMP Snooping IP-based bandwidth manage Application-based QoS man DOS/DDOS auto prevention	h recovery time <30ms over 250 units or real-time traffic agging and GVRP supported ement aggement	
Network Redundancy	C-Ring STP RSTP	Legacy Ring MSTP	
RS-232 Serial Console Port	RS-232 in DB-9 connector wi	ith console cable. 115200bps, 8, N, 1	
LED indicators			
Power Indicator (PWR)	Green: For power indicator		
System Ready Indicator (STA)	Green: Indicate system read	y. Blinking for system is upgrading firmware.	
Ring Master Indicator (R.M.)	Green: Indicate system oper	rated in C-Ring Master mode	
C-Ring Indicator (Ring)	Green: Indicate system operated in C-Ring mode Blinking to indicate Ring is broken.		
Sysem Runnig Indicator (RUN)	Green: System operated cor	ntinuously	
Supervisor Login Indicator (RMT)	Green: System is accessed remotely		
Reset To Default Running Indicator (DEF)	Green: System reset to default configuration		
Ping Command To The Switch Indicator (Ping)	Green: System is processing "PING" request		
PoE indicator	Green for PSE power output indicator		
10/100/1000BASE-T(X) RJ45 port indicator	Green for Link/Act indicator		
1000BASE-X SFP Fiber port indicator	Green for port Link/Act.		
Power			
Input power	One 100~240VAC with power	er cord	
Power supply	1000W power supply include	ed	
Power consumption (Typical)	36Watts (Typ.), 756W(24 por	ts PSE full loaded)	
Overload current protection	Present		
Physical Characteristic			
Enclosure	19-inch rack mountable		
Dimension (W \times D \times H)	431 × 342 × 44 mm		

Environmental	
Storage Temperature	-40° to +85°C (-40° to +185°F)
Operating Temperature	-40° to +75°C (-40° to +167°F)
Operating Humidity	5% to 95% Non-condensing
Regulatory approvals	
EMI	FCC Part 15, CISPR (EN55022) class A
EMS	EN61000-4-2 (ESD) EN61000-4-3 (RS), EN61000-4-4 (EFT), EN61000-4-5 (Surge), EN61000-4-6 (CS), EN61000-4-8, EN61000-4-11 Shock IEC60068-2-27
Free Fall	IEC60068-2-32
Vibration	IEC60068-2-6
Warranty	Lifetime

MECHANICAL INSTALLATION INSTRUCTIONS

ComNet Customer Service

Customer Care is ComNet Technology's global service center, where our professional staff is ready to answer your questions at any time.

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